

# CARALARIA

LEVEL

7

XP



STRENGTH

18

■ WEAK -1

+3

STR

DEXTERITY

16

■ SHAKY -1

+2

DEX

CONSTITUTION

16

■ SICK -1

+2

CON

INTELLIGENCE

8

■ STUNNED -1

-1

INT

WISDOM

9

■ CONFUSED -1

+0

WIS

CHARISMA

12

■ SCARRED -1

+0

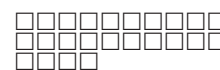
CHA

DAMAGE D8

ARMOR 5

HP

max = 8+constitution



## ALIGNMENT

### NEUTRAL

Defeat a worthy opponent.

## RACE

### HUMAN

Once per battle you may reroll a single damage roll (yours or someone else's).

## BONDS

MAX 4

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

- Oreni owes me their life, whether they admit it or not.
- I worry about the ability of Naerai to survive in the dungeon.
- 
- 

## GEAR

LOAD 10+STR

Monk robes	worn, 0 weight
Amulet of mighty fists	worn, 0 weight
Demonward bands	+1 armor, worn, 1 weight
Cat ears of night	worn, 0 weight
Fire blocking ring	worn, 0 weight
Fire elemental gem	0 weight
Shuriken	□□□□□□, thrown, near, 0 weight
Bag of holding	0 weight
Healing potions	□□□□, 0 weight
Assorted gems	100 coin, 0 weight
Ptolus currency	205 coin, 2 weight

## GEAR MOVES

MAX 7

### AMULET OF MIGHTY FISTS

When you **hack and slash while unarmed**, on a 12+, choose three. On a 10-11, choose two. On a 7-9, choose one:

- +2 piercing
- Deal +1d4 electrical damage (on a 12+, you may choose this twice)
- If the target has the planar tag, deal +1d6 damage
- Momentarily stun the target
- Deal damage to incorporeal targets

### BAG OF HOLDING

When you **try to retrieve an item from a bag of holding**, roll+WIS. On a 10+, it's right there. On a 7-9, choose one:

- You get the exact item, but it takes a while
- You get a similar item of the GM's choice, but it only takes a moment.

### CAT EARS OF NIGHT

Your eyes cut through the night, allowing you to see in even deep darkness.

## STARTING MOVES

### BEND BARS, LIFT GATES

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

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

### IRON SOUL

When you **enter a fight**, roll+CON. On a 10+, hold 3 chi. On a 7-9, hold 2 chi. On a miss, hold 1 chi anyway, but your enemies already have the drop on you. You lose any remaining chi once the fight is over. Spend a chi during the fight to achieve one of the following effects:

- Block a blow meant for you or someone else (you take half damage).
- Break free from bonds or other confinement.
- Cross the distance between yourself and a foe, bypassing all obstacles.
- Deal your damage to a foe within reach.
- Leap over or across a physical obstacle.
- Eliminate the effects of one poison or disease affecting you.

### FISTS OF FURY

You are never unarmed—**your body, and each of your limbs, is a weapon** (hand, 0 weight), just as good as any other.

### PERFECT POISE

You **never lose your balance**, even on a high wire, or fall without being pushed. If you are pushed, as long as there is something to break your fall, you can defy danger with DEX to use it and take no damage.

### RAISED IN THE WILD

When you **make camp in a natural setting**, you need not consume a ration.

### PATH OF IRON

You are a respected member the Path of Iron monastic order. When you send word to them for aid, you may recruit as if you have a useful reputation and are paying generously, even though you are not paying at all. Any hirelings they send you have at least loyalty +1, protector +1, warrior +1 and may be trained craftsmen.

### DEMONWARD BANDS

When you are **attacked by a planar monster**, take +3 armor.

### FIRE BLOCKING RING

When you **take damage from fire**, take -1d10 damage.

### FIRE ELEMENTAL GEM

When you **shatter this gem**, a creature made of fire appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has a +2 modifier to STR and DEX, +1 for other stats, 12 HP, deals 1d10 damage and sets what it touches on fire. The elemental remains on this plane until it dies or you dismiss it.

### MONK ROBES

When you **hack and slash while unarmed**, you deal +2 damage. In addition, when you activate iron soul, hold +1 chi, regardless of the roll. These robes may also change color, pattern and form with a few minutes concentration.

# ADVANCED MOVES

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

## ARROWS IN HAND

When you **block or dodge 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 the missile out of the air and take half damage.

## BERSERKER

When you are **afflicted by fear, mind control, or enchanting magic**, you may ignore the effect as long as you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

## BLOOD ILL-TEMPERED

When a **foe deals damage to you**, your next attack against them deals +1d4 damage.

## CRUSHING BLOW

When you **deal damage to a foe**, you can break their weapon, if they have one, or if they have armor, reduce their armor by 1.

## FUELLED BY HONOUR

If you **accomplish your alignment condition during a fight**, gain one chi, up to a maximum of three total.

## HAND OF MONKEY

If you are **unarmored and carry no shield**, you have 2 armor against hand-held weapons. If this reduces the damage you take to zero, you may also disarm your foe.

## LIGHT AS A FEATHER

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.

## THE LONG CLIMB

When you **assess a stretch of dangerous terrain between you and an objective**, the GM will sketch out a map or diagram to help you plot your approach. Working together, make note of a number of useful features equal to your level, and take +1 forward when you make use of them.

## SAMSON

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

## SWASHBUCKLER

When you **use your surroundings to perform a flamboyant acrobatic maneuver**, choose one outcome, in addition to anything else that may happen:

- 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.

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

## DEATH DEFYING GRACE

When you **defy danger using acrobatic maneuvers, on a 7-9**, you can choose not to personally suffer the consequences. Someone or something else, possibly your equipment but certainly not you, suffers the consequences instead.

## FIRE IN THE BLOOD

Replaces: Blood Ill-Tempered

When a **foe deals damage to you**, your next attack against them deals +1d8 damage.

## GLORIOUS HONOUR

When you **make the iron soul move**, hold an extra chi, even on a miss.

## HANDS OF THE MONKEY KING

Requires: Hand of Monkey

If you meet the requirements of hand of the monkey, gain an additional +2 armor.

## HEROIC SWASHBUCKLER

Replaces: Swashbuckler

When you **use your surroundings to perform a flamboyant acrobatic maneuver**, choose one outcome, in addition to anything else that may happen:

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

## SERPENTINE

When you **employ acrobatics, deft maneuvers, or quick reflexes**, you can defend with DEX instead of CON.

## SUPERIOR TECHNIQUE

Add these to the list of deeds you can spend a chi to perform:

- Break through a physical obstacle.
- Deal your damage to a foe within sight.
- Grab an item within reach. Now it is yours.

## SUPERIOR WARRIOR

When you **hack and slash, on a 12+**, you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

## VANDAL

When you **discern realities**, on a hit, you may also ask this question in addition to your other questions:

- Who or what here is most vulnerable to me?

# SCOFFNEY SHEVER

LEVEL

7

XP



STRENGTH

12

■ WEAK -1

+0

STR

DEXTERITY

18

■ SHAKY -1

+3

DEX

CONSTITUTION

14

■ SICK -1

+1

CON

INTELLIGENCE

18

■ STUNNED -1

+3

INT

WISDOM

8

■ CONFUSED -1

-1

WIS

CHARISMA

9

■ SCARRED -1

+0

CHA

DAMAGE D8

ARMOR 3

HP



max = 6+constitution

## ALIGNMENT

### NEUTRAL

Avoid detection or infiltrate a location.

## STARTING MOVES

### CALLED SHOT

When you attack a surprised or defenceless enemy at range, you may volley as normal, or you may choose at target from the list below and roll+DEX. On a hit:

- Arms: They drop anything they're holding.
- Head: They do nothing but stand and drool for a few moments.
- Legs: They're hobbled and slow moving.

On a 10+, also deal your damage.

### IMPROVISATIONAL ALCHEMY

When you volley with hastily mixed alchemical reagents, on a hit, everyone near the target, friend or foe, also takes INT damage. If the volley would reduce ammo, it expends a use of alchemical reagents instead.

### TRAP EXPERT

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold three. On a 7-9, hold one. Spend your hold as you move through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

### TRICKS OF THE TRADE

When you pick locks or pockets or disable traps, roll+DEX. On a 10+, you do it. On a 7-9, you still do it, but the GM will offer you two options between a cost, danger, and suspicion.

### ADOPTED BLACK SHEEP

When you manipulate a family member, roll+INT. On a 10+, choose two. On a 7-9, you choose one and the GM chooses one:

- Your family gives you coin.
- You extract a favor from the family.
- You or one of your family is tarnished in the tabloids.
- The family extracts a favor from you.

### LONGFINGER'S GUILD

When you contact the guild and ask for assistance, roll+CHA. On a 10+, another thief shows up with what you need for a fair price. On a 7-9, you can still get what you want but there are strings attached or the guild wants a favour in return. On a miss, you have fallen out of good standing with the guild and need to make amends.

## RACE

### GRAILWARDEN DWARF

You have a nose for gold and gems. When you discern realities, add this to the list of questions you can ask:

- Is there treasure here?

## BONDS

MAX 4

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

- Naerai has my back when things go wrong.
- Oreni knows incriminating details about me.
- Oreni helped me steal something really valuable from someone who is really dangerous.
- Caralaria knows where I stashed some loot.

## GEAR

LOAD 8+STR

Enchanted mithral shirt	2 armor, worn, 1 weight
Inferno bands	+1 armor, worn, 0 weight
Dragon pistol	near, +3 damage, reload, 1 weight
Magnetic rifle	near, far, +2 damage, two-handed, 3 weight
Shot & powder	ammo □□□□ □□□□, 2 weight
Enchanted ammunition	□□□□ □□□□ □□□□, 3 weight
Alchemical reagents	□□□□□□, 1 weight
Bag of holding	0 weight
Healing potions	□□□□, 0 weight
Antitoxin	□□, 0 weight
Pipeleaf	□□□□□□, 0 weight
Assorted gems	2,200 coin, 0 weight
Ptolus currency	6,563 coin, 65 weight

## GEAR MOVES

MAX 7

### BAG OF HOLDING

When you try to retrieve an item from a bag of holding, roll+WIS. On a 10+, it's right there. On a 7-9, choose one:

- You get the exact item, but it takes a while
- You get a similar item of the GM's choice, but it only takes a moment.

No matter how many items it contains, a bag of holding is always 0 weight.

### ENCHANTED AMMUNITION

When you load your weapon with enchanted ammunition, choose one:

- Select a particular type of target. Hits on such targets deal +1d6 damage.
- Shots gain +3 piercing.
- Shots deal +1d4 elemental damage (choose acid, fire, cold, electric)
- Shots may damage incorporeal targets.

All shots from that weapon have the benefit you choose until you reload the weapon, but results that reduce ammo instead reduce your supply of enchanted ammunition.

### DECK OF ILLUSIONS

When you draw a card from this deck, the card disappears and an illusion of that type of creature emerges. Treat it as your character, but with access to only the basic moves. It has a +2 modifier to one stat, +1 for all others, 1 HP, and base damage of 1d4. The creature remains on this plane until it dies, you dismiss it or it moves far away from you.

### INFERNO BANDS

When you take damage from fire, take -2d6 damage.

### MAGNETIC RIFLE

When you volley with your rifle against a metal-clad target, take +2.

### STRIDING VAULT BOOTS

You move at the speed of an athletic human and can make superhuman leaps.

# ADVANCED MOVES

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

## **BLOT OUT THE SUN**

When you spend extra ammo before rolling to volley, for each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

## **CAMOUFLAGED POSITION**

When you strike with a ranged weapon from hiding, your first shot never gives away your position.

## **CAUTIOUS**

When you use trap expert, you always get +1 hold, even on a miss.

## **I'LL BE OVER HERE**

When you can see an appropriate target, you may use tricks of the trade from a distance.

## **MECHANICAL APTITUDE**

You may study machines and mechanisms as if they were people. When you do, you may discern realities with INT instead of WIS.

## **MUTAGENIC DRUGS**

When you tailor alchemical reagents to your own physiology and ingest them, roll+INT. This move may not be used again until the effects wear off. On a 10+, choose three. On a 7-9, choose one:

- Choose one stat and take +1 ongoing to moves that roll that stat. Choose another stat and take -2 ongoing to moves that roll that stat.
- You don't expend a use of alchemical reagents.
- You decide when the effects wear off instead of the GM. (Either way, effects cannot last beyond a day.)
- You don't take a random debility when the effects wear off.

## **REACTIVE ALCHEMY**

When you hit with a 10+ while using improvisational alchemy, choose one:

- The reaction is particularly caustic. Deal +1d4 damage to the main target and +1 damage to nearby targets.
- The reaction ignites, setting all targets who take damage on fire.
- The reaction becomes gaseous on impact. All damage ignores armor.

## **THE SMELL OF SORCERY**

When you discern realities or use trap expert, the GM will also tell you what the closest magical effect or source is, if it's within sight or scent.

## **SNEAKY BASTARD**

When you disable a trap, you can reset it after you pass, so it catches the next person. When you pick a lock, you may set it so that it locks behind you again.

## **VERSATILE ALCHEMIST**

When you use improvisational alchemy, you may choose one:

- Each target that would take damage instead is covered in a black smoke. For a short time, they cannot see and may choke, but attempts at hitting them take -1 ongoing while the smoke lasts.
- Each target that would take damage instead is covered in colorful sparkles, marking them, even if invisible. Volleys against them take +1 ongoing while the effect lasts.
- Each target that would take damage instead is covered in sticky tendrils that briefly hinder their movement.
- You may decide which targets near the main target take damage.

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

## **ANTI-MAGIC BOMB**

When you use improvisational alchemy, you may forgo all damage before rolling. If you do, on a 10+, you dispel an ongoing magical effect in the area of the detonation.

## **BUYERS**

When you see something of great value, ask the GM who would be interested in acquiring it and choose one:

- The GM will name a number of persons equal to your INT and you can ask one question about each of them, but no more.
- The GM will name one person, and you can ask a number of questions about them equal to your INT.

## **DEMOLITION**

When you prepare materials in order to demolish or destroy a location, the GM will choose one or two requirements:

- These materials will have to be applied very carefully.
- These materials will have to be transported very carefully.
- You need arcane ingredients to harm this location.
- You need to spend a lot of coin on these ingredients.

Meet the requirements and your compounds will get rid of this location or change it irrevocably.

## **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.

## **EXTREMELY CAUTIOUS**

Requires: Cautious

When you use trap expert, on a 12+, you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your own advantage.

## **HEIST**

When you take time to make a plan to steal something, name the thing you want to steal and ask the GM three questions from the list below. When acting on the answers you and your allies take +1 forward.

- What's its most powerful defence?
- Who else wants it?
- Who will come after it?
- Who will notice it's missing?

## **SMAUG'S BELLY**

When you know your target's weakest point, your missile weapons have +2 piercing.

## **SNAPSHOT**

If you are pushed over, swarmed by enemies, or take a blow that reduces your HP to zero, you're fast enough to get off one last shot. Deal your damage to any one foe.

# ORENI ERTHUO

LEVEL

7

XP



STRENGTH

9

■ WEAK -1

+0

STR

DEXTERITY

16

■ SHAKY -1

+2

DEX

CONSTITUTION

14

■ SICK -1

+1

CON

INTELLIGENCE

13

■ STUNNED -1

+1

INT

WISDOM

9

■ CONFUSED -1

+0

WIS

CHARISMA

18

■ SCARRED -1

+3

CHA

DAMAGE D4

ARMOR 4

HP



max = 6+constitution

## ALIGNMENT

### GOOD

Use magic to directly aid another.

## STARTING MOVES

### ARCANE POTENTIAL

Magic courses through your veins, which you can manifest as a repertoire of ingrained spells. Your repertoire starts with three cantrips. When you gain a level, add a new magic spell of your level or lower to your repertoire.

### GATHER MOJO

When you spend uninterrupted time (an hour or so) in quiet contemplation of your inner nature, hold mojo equal to twice your level, minus 2. Lose any mojo you previously held.

### SPONTANEOUS CASTER

When you cast a spell from your repertoire while holding at least as much mojo as the level of the spell, roll+CHA. On a 10+, the spell is successfully cast. On a 7-9, the spell is cast, but choose one:

- After it is cast, spend mojo equal to the level of the spell.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you gather mojo.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

### BLUE DRAGON BLOODLINE

Your innate magic stems from one of your ancestors: a blue dragon. So long as you hold mojo, you may grow claws at will (hand, precise, 1 piercing, 0 weight). If you hit with these claws, deal +CHA electrical damage.

### SPELL DEFENCE

You may end any ongoing magical effect immediately and use the energy of its dissipation to deflect an oncoming attack. The effect ends and you subtract its level from the damage done to you, if it is a spell, or your level if not.

### ALL IN THE FAMILY

When you discern realities about House Erthuo or its members, take +2 and add the following choices to the list of available questions:

- If the public knew about this, how would they react?
- If the press knew about this, how would it be reported?

### CONTRARIAN

When you oppose your family's neutral political stance, take +2 forward to parley with a family member.

## RACE

### SHOAL ELF

Magic is as natural as breath to you. You know Detect Magic in addition to your other spells, and you cast it as if it were a cantrip.

## BONDS

MAX 3

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

- The Sword of Truth does not trust me, and for good reason.
- Caralaria has a great destiny to fulfill—if I can keep them from getting killed, that is!
- Scoffney is woefully misinformed about the world. I will teach them what I can.

## GEAR

LOAD 6+STR

Enchanted leather armor	2 armor, worn, 1 weight
Necrotic Staff	close, two-handed, 1 weight
Sword of Truth	close, precise, +3 damage, 2 weight
Enchanted bow	near, far, +1 damage, 1 weight
Elven arrows	ammo □□□□, 1 weight
Bag of holding	0 weight
Healing potions	□□□□, 0 weight
Assorted gems	2,200 coin, 0 weight
Ptolus currency	1,561 coin, 15 weight

## GEAR MOVES

MAX 7

### BAG OF HOLDING

When you try to retrieve an item from a bag of holding, roll+WIS. On a 10+, it's right there. On a 7-9, choose one:

- You get the exact item, but it takes a while
- You get a similar item of the GM's choice, but it only takes a moment.

### NECKLACE OF FIREBALLS

☑□□

When you volley with an orb from this necklace, on a hit, replace your damage with 2d6 fire damage that ignores armor to the target and everyone nearby. On a 7-9, you must choose to reduce ammo.

### NECROTIC STAFF: DEATH DOMAIN

□□□□□

After you make camp, the staff regains +1d6 charges (to a max total of 6). To use charges to cast spells from the death sphere of influence of your level or lower, stake enough charges to power the spell and roll+INT. On a 10+, the spell is successfully cast. On a 7-9, the spell is cast but the charges are spent. If all the charges in the staff are ever spent, the staff must be soaked in human blood at midnight before it will regain charges again.

### NECROTIC STAFF: HALT UNDEAD

When you inscribe a circle on the ground with the staff, roll+CHA. On a hit, no undead cross the barrier of the circle. On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee.

### SWORD OF TRUTH: MAGE BANE

When you hack and slash a monster with the magical and intelligent tags, take +2 and your damage dice becomes a d12.

### SWORD OF TRUTH: SPELL RESISTANCE

When you are targeted by an unwanted spell, roll+bond. On a 10+, the spell is prevented entirely. On a 7-9, the spell is cast but does not effect you.

### SWORD OF TRUTH: TRUE SIGHT

You see all things as they truly are. If you tell a lie, this power stops working until you next make camp.

# ADVANCED MOVES

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

## ARCANE SHIELD

By using arcane words and gestures, you can defend with CHA instead of CON.

## COUNTERSPELL

When you attempt to counter an arcane spell that will otherwise affect you, stake 1 mojo and roll+CHA. Take +1 for each additional mojo you stake (+3 max). On a 10+, the spell is countered and has no effect on you. On a 7-9, the spell is countered and spend the mojo you staked. Your counterspell protects only you.

## DRAGONSKIN

As long as you hold mojo, you have +2 armor.

## EMPOWERED MAGIC

When you cast a spell, on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

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

## ENCHANTER

When you have time and safety with a magic item, you may ask the GM what it does. The GM will answer you truthfully.

## EXPANDED REPERTOIRE

Add a new spell from the spell list of any class or archetype to your repertoire.

## MAGICAL SPHERE

When you make camp, you can create a magical sphere around you. If something approaches, this sphere warns you as if it had kept watch and rolled a 10+.

## ONE WITH LIGHTNING

You are no longer harmed by the touch of electricity.

## PRODIGY

Choose a spell. You learn and cast that spell as if it were one level lower.

## QUICK STUDY

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

## TEETH OF LIGHTNING

When you use electricity to deal damage, your damage die is d10 instead of d4. If the damage dealt doesn't use your damage die, add +CHA damage instead.

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

## BREATH WEAPON

Requires: One With Lightning

When you exhale lightning at a target, roll+CHA. On a 10+, choose three. On a 7-9, choose two. On a miss, choose one:

- Deal your damage to the target and two other nearby targets.
- Deal your damage to the target.
- You may use your breath weapon again today.
- You do not need to spend 1 mojo.

## DRAGONHIDE

Replaces: Dragonskin

As long as you hold mojo, you have +4 armor.

## DANGEROUS DREAMS

When you demand prophetic truth from your dreams, roll+INT. On a hit, the GM will describe a vision of an imminent grim portent. On a 10+, you also take +1 forward against it if you encounter it. On a miss, take -1 forward due to unpleasant visions.

## GREATER EMPOWERED MAGIC

Replaces: Empowered Magic

When you cast a spell, on a 10-11, you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+, you get to choose one of these effects for free:

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

## MASTER

Requires: Prodigy

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

## OMNIPOTENT SPHERE

Requires: Magical Sphere

In addition to keeping watch for you, your magical sphere can also protect you from poison gas and drowning while you keep it around yourself and up to a small handful of others.

## PROTECTIVE COUNTER

Requires: Counterspell

When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter each ally separately.

## SPELL AUGMENTATION

When you deal damage to a creature, you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

## DRAGON FORM

Requires: Breath Weapon, 8th level

When you take on the form of a blue dragon, hold 3. You may spend mojo when you change shape to buy additional hold. While in this form, your damage die becomes d10, your armor becomes 5 and you may "see" your immediate area even in total darkness or with your vision obscured. Spend hold to do one of the following:

- Hack and slash with a bite (reach, messy, 4 piercing, roll two d12 for damage and take the best result).
- Fly on mighty wings.
- Heal yourself 1d8 damage.

When you run out of hold, you revert to normal form, and may not use this move again until you have gathered mojo.

## SPELL REPERTOIRE

### DETECT MAGIC

*divination, cantrip*

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

### IDENTIFY

*divination, cantrip*

This spell will tell you what an item that you touch is, if you don't already know. Only mundane details are revealed.

### LIGHT

*evocation, cantrip*

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the colour of the flame. The spell lasts as long as it is in your presence.

### MESSAGE

*movement, cantrip*

You send a small item from your hand into the air, to land at the feet of whomever you name when the spell is cast.

### MAGIC MISSILE

*evocation, level 1*

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

### LIGHTNING

*the sky, expanded repertoire, level 2 (prodigy)*

A bolt of lightning strikes down from the sky, the clouds, or from out of your own body, striking the target and everyone nearby, inflicting 2d6 damage which ignores armor.

### DISPEL MAGIC

*enchantment, level 3*

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

### FLY

*ongoing, movement, level 3*

You take to the air, soaring on a gust of wind or floating on a puffy cloud. While this spell is ongoing, you take -1 to cast a spell.

### CONSUME UNLIFE

*necromancy, level 5*

The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

### DIMENSION DOOR

*ongoing, movement, level 5*

You open a gateway between two stable points you have seen within about a mile of you. You can pass through this gate, moving instantly from one point to the other. You can bring a number of others with you equal to your level, if they are willing, or you can send one target of your choice that you touch through, by themselves.

### DOMINATE

*ongoing, enchantment, level 7*

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Give you something they hold.
- Make a concerted attack on a target of your choice.
- Speak a few words of your choice.
- Truthfully answer one question.

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

## NECROTIC STAFF

### CORPSE WHISPERS

*0 charges*

Cast this spell when you touch a corpse. You experience that person's last moments of life through one of their senses—you see what they saw or hear what they heard, for example.

### GHOST SIGHT

*ongoing, 1 charge*

By peering into the shadowlands, you are able to see or sense the presence of any ghost, restless spirit, or other undead. While this spell is ongoing, you take -1 to cast a spell.

### MASK OF DEATH

*ongoing, 1 charge*

You can assume the visage of death, and use it to attract insects, pass as a corpse, or to become invisible to the undead. While this spell is ongoing, you take -1 to cast a spell.

### SPEAK WITH DEAD

*ongoing, 1 charge*

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

### ANIMATE DEAD

*ongoing, 2 charges*

You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It does not appear obviously dead, at least for a day or two.
- It has a functioning brain and can complete complex tasks.
- It's durable. It has +2 HP for each level you have.
- It's talented. Give one stat a +2 modifier.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

### RESURRECTION

*2 charges*

Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require a lot of money.
- It's going to take days/weeks/months.
- You must get help from \_\_\_\_\_.
- You must sacrifice \_\_\_\_\_ to do it.

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

### TRAP SOUL

*ongoing, 3 charge*

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

### MARK OF DEATH

*ongoing, 4 charges*

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

# NAERAI

LEVEL

7

XP



STRENGTH

9

■ WEAK -1

+0

STR

DEXTERITY

13

■ SHAKY -1

+1

DEX

CONSTITUTION

13

■ SICK -1

+1

CON

INTELLIGENCE

18

■ STUNNED -1

+3

INT

WISDOM

18

■ CONFUSED -1

+3

WIS

CHARISMA

9

■ SCARRED -1

+0

CHA

DAMAGE D6

ARMOR 4

HP



max = 6+constitution

## ALIGNMENT

### NEUTRAL

Discover something about a magical mystery.

## STARTING MOVES

### HIEROPHANT SPELLBOOK

You have mastered several spells and inscribed them in your spellbook. Choose a combination of three schools of magic or spheres of influence. You start with all the cantrips/rotes from each school/sphere and three first level spells chosen from those offered by your three choices. When you gain a level, add to your spellbook a new spell whose spell level is lower than yours, chosen from those offered by your three schools/spheres. Your spellbook is 1 weight.

### CAST A HIEROPHANT SPELL

When you **release a spell you've memorized**, it is cast successfully (as if you had rolled 12+, if it matters), but you forget it and cannot cast this spell again until your re-memorize it. If a spell would give you a -1 ongoing penalty to cast a spell, ignore it and take -1 forward instead.

### PREPARE HIEROPHANT SPELLS

When you **spend an hour or so in quiet contemplation of your spellbook**, you:

- Forget any spells you already memorized.
- Memorize all cantrips and rotes in your spell book.
- Memorize new spells whose number does not exceed your level+2, and whose total levels does not exceed twice your level. You cannot memorize the same spell more than once.

### ELEMENTAL MASTERY

When you **call on the primal spirits of air, earth, fire or water to perform a task for you**, roll+CON. **On a 10+**, choose two from the list below. **On a 7-9**, choose one:

- The effect you desire comes to pass.
- You avoid paying nature's price.
- You retain control.

### WATER ELEMENTAL COMPANION

You have a supernatural connection with a loyal water elemental with 1 Armor and:

- Cunning +2 and trained in: fight monsters, labor, scout.
- Ferocity +4 with strengths: adaptable, keen senses, stealthy, tireless.
- Instinct +2 with weaknesses: forgetful, frightening.

### COMMAND

When you work with your elemental companion...

- ...and you attack the same target, add its ferocity to your damage.
- ...and you discern realities, add its cunning to your roll.
- ...and you parley, add its cunning to your roll.
- ...and you take damage, add its armor to your armor.
- ...and someone interferes with you, add its instinct to their roll.

## RACE

### HARROW ELF

You cannot naturally sleep, even if you want to and are never subject to magic sleep effects. If forced unconscious, you gain a random debility when you wake.

## BONDS

MAX 4

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

Caralaria has been touched by the primal elements and I will find out why.

- 

## GEAR

LOAD 9+STR

Dragonhide plate	4 armor, worn, 2 weight
Ghostcarver	close, +2 damage, 2 weight
Decanter of endless water	1 weight
Infinite book	1 weight
Bag of holding	0 weight
Healing potions	□□□□, 0 weight
Assorted gems	2,000 coin, 0 weight
Ptolus currency	131 coin, 1 weight

## GEAR MOVES

MAX 7

### BAG OF HOLDING

When you **try to retrieve an item from a bag of holding**, roll+wis. **On a 10+**, it's right there. **On a 7-9**, choose one:

- You get the exact item, but it takes a while
- You get a similar item of the GM's choice, but it only takes a moment.

### DECANTER OF ENDLESS WATER

When the **stopper of this flask is removed**, it can be commanded to produce a stream, fountain or geyser of fresh or salt water, which does not stop until commanded and the stopper replaced.

### DRAGONHIDE PLATE

Clever enchantments allow this suit of black dragon hide to protect even when its wearer changes shape into some other form. It also adjusts to its wearer, avoiding the clumsiness usually associated with such extensive protection.

### ELEMENTAL GEM

□□□

When you **shatter one of these gems**, an elemental (choose type) appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has a +2 modifier to STR and DEX, +1 for other stats, 12 HP, deals 1d10 damage. The elemental remains on this plane until it dies or you dismiss it.

### INFINITE BOOK

When you **spout lore while consulting this book** you gain an extra clause: **On a 12+**, the GM will give a solution to a problem or situation you're in.

### GHOSTCARVER

This scimitar can damage incorporeal monsters. If you hit such a creature on a 12+, you may give in an order, which it must obey.

### VALLIS DUST

□□□□□

When you **snort a dose of this dust**, you remember a previously cast spell.



# ADVANCED MOVES

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

## ABJURATION

When you **banish a creature from another plane of existence**, roll+INT. **On a 10+**, it may not approach you further and if it lacks an anchor in this world, it must return to whence it came. **On a 7-9**, it may not approach you further unless you allow it to (or you let your guard down). **On a miss**, you cannot banish it.

## BORN OF FIRE

You are no longer harmed by the touch of fire, nor are you vulnerable to heat.

## EXPANDED SPELLBOOK

Add a new spell from the spell list of any class or archetype to your spellbook.

## EYE OF THE STORM

When you **exert your will in a circle around yourself**, roll+CON. **On a hit**, the world calms around you (the earth below your feet stops breaking apart, fires you touch go out, storms break around you, etc), but **on a 7-9**, this calmness affects only what you touch, and only as long as you are touching it.

## FRIEND OF THE SEA

You can live, breathe, and move underwater with ease. You may also walk on the surface of water as if it were solid, if you wish.

## HEART OF ICE

You can walk easily on ice and are no longer vulnerable to freezing. No matter how cold or slippery it gets, you function fine.

## MY BEST FRIEND

When you allow your elemental companion to take a blow that was meant for you, the damage is negated and your elemental companion's ferocity is reduced to zero. If its ferocity is already zero you can't use this ability. When you have a few hours rest with your elemental companion its ferocity returns to normal.

## NATURE'S FURY

When you **use the natural elements to deal damage**, your damage die is d10 instead of d6.

## PRODIGY

Choose a spell. You prepare that spell as if it were one level lower.

## QUICK STUDY

When you **see the effects of spell**, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

## TOUCHING THE FIRMAMENT

If you have a few hours or so to meditate amongst the raw elements, or to perform rituals before them, they will purify you. This counts as making camp and sleeping, but you do not need to consume a ration. If you spend days amongst the elements, it counts as recovering under the care of a healer.

## TWO ARE BETTER THAN ONE

When you **undertake a perilous journey**, you can take two roles (one for yourself and one for your elemental companion). You make separate rolls for each.

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

## ELEMENTAL FORM

You can transmute your own body into a form made from the raw elements. When you **assume an elemental form**, roll+CON. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a miss**, hold 1 in addition to whatever the GM says.

Your new form can move much like your old form, but has the innate abilities of the elements it is made of: fire burns, stone is hard, water runs and flows, and a body made of wind is intangible. You still use your normal stats but some moves may be harder to trigger. The GM will also tell you one or more moves associated with your new form. Spend a hold to make that move. Once you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.

## EXPANDED SPHERE OF INFLUENCE

Requires: Expanded Spellbook

Select an additional sphere of influence. Add rites from this sphere to your spellbook. When you gain a level, you may include this sphere in those from which you may choose spells.

## MASTER

Requires: Prodigy

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

## PHYSICAL PURITY

Requires: Touching the Firmament

When you **purify yourself amongst the elements**, you may also remove a debility or be cured of a disease or poison, so long as the cause of your ailment is not more powerful than the elements themselves.

## RISKY MAGIC

When you **cast a spell**, you can choose to double the spell's effects or double the number of targets affected, but you must also choose one:

- Mark a debility of your choice.
- The spell has additional, unwanted effects. The GM will tell you what.
- You draw unwanted attention or put yourself in a spot. The GM will tell you how.

## SPELL AUGMENTATION

When you **deal damage to a creature**, you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

## SPECIAL TRICK

Choose one move from another class. So long as you are working with your elemental companion you have access to that move.

## STRIDERS TWO

Replaces: Two Are Better Than One

When you **undertake a perilous journey**, you can take two roles (one for yourself and one for your elemental companion). Roll twice and use the better result for both roles.

## TO SPEAK WITH THE WORLD ITSELF

When you **examine something made from the raw elements of nature**, roll+CON. **On a 10+**, you learn something interesting and useful. **On a 7-9**, you learn something interesting, but it's on you to make it useful. **On a miss**, you have disturbed the elements with your meddling. Whatever the result, the GM may also tell you something this element wants. If you give it what it wants, it will answer one question you ask of it, to the best of its abilities.

# SPELLBOOK

When you memorize spells, you memorize all cantrips and rites. You also memorize up to nine spells with spell levels totalling no more than 14.

**EMOTE** *enchantment, cantrip*  
You cause a person you touch to feel one emotion of your choice, very strongly, but only for a moment.

**LIGHT** *ongoing, pyromancy, cantrip*  
An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

**PASS WITHOUT TRACE** *ongoing, the earth, rote*  
You or an ally you touch may pass over natural terrain without leaving footprints, a scent, or any other trail.

**SANCTIFY** *healing, rote*  
Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

**BURNING HANDS** *ongoing, pyromancy, level 1*  
Your hands alight with flame, which does not burn until you let it go. When you do, you can use the fire as a weapon to deal your damage, or to light flammable materials ablaze.

**FIRE WALK FOR ME** *ongoing, pyromancy, level 1*  
You command a fire that is contained to one location—such as a campfire or a bonfire—to move to another location of your choice. Although it moves quickly, it may set things on fire as it goes. While this spell is ongoing, you may not cast another.

**CAUSE FEAR** *ongoing, enchantment, level 1*  
Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

**CHARM PERSON** *ongoing, enchantment, level 1*  
The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

**FÆRIE FIRE** *ongoing, revelation, extended spellbook, level 1*  
One target you can see is outlined in pale, glowing light that produces no heat but makes the target highly visible, especially in darkness. While this spell is ongoing, the target also leaves a faint trail of fading light and you take -1 to cast a spell.

**THE FOG** *ongoing, the earth, level 1*  
Name a location you can see. It is completely blanketed in thick fog that prevents anyone from seeing further than a foot in front of them. While this spell is ongoing, the fog will not dissipate and cannot be blown away by wind, and you take -1 to cast a spell.

**INVIGORATE** *healing, level 1*  
One ally you touch is cured of fainting, lethargy, paralysis, or unconsciousness, and are instantly able to move again.

**ANALGESIA** *ongoing, healing, level 3*  
You touch an ally for a second and they are cured of all fear, nausea, and pain, be it mundane or magical. While this spell is ongoing, you take -1 to cast a spell.

**DISPEL MAGIC** *enchantment, level 3*  
Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

**FIREBALL** *pyromancy, level 3*  
You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armour.

**SLEEP** *enchantment, level 3*  
1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain.

**CURE CRITICAL WOUNDS** *ongoing, healing, level 5*  
Heal an ally you touch of 3d8 damage.

**HOLD PERSON** *ongoing, enchantment, level 5*  
Choose a person you can see. Until they take damage or leave your presence, they cannot act except to speak. While this spell is ongoing you take -1 to cast a spell.

**WALL OF STONE** *the earth, level 5*  
You conjure a wall of thick stone that merges into surrounding rock. The stone is shaped as you desire, even into a dome, bridge or other form.

**SUMMON FIRE ELEMENTAL** *ongoing, pyromancy, level 5*  
An elemental creature made of fire appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d4 of these traits:

- It can choose what to set on fire and what not to touch.
- It can fly and hover.
- It does 1d10 damage.
- It has +2 instead of +1 to one stat.
- Its bond to your plane is strong: +2 HP for each level you have.
- You can touch it safely.

The elemental remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.