

# DUNGEON WORLD

## PLAYBOOKS

Version 2.4

Designed by Stefan Grambart

Dungeon World by Sage LaTorra and Adam Koebel

02	Basic & Special Moves
06	Barbarian
08	Bard
10	Cleric
14	Druid
16	Fighter
18	Immolator
20	Paladin
22	Ranger
24	Thief
26	Wizard
30	GM Sheet
31	Fronts





## Hack & Slash

When you **attack an enemy in melee**, roll+Str. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

## Volley

When you take aim and **shoot at an enemy at range**, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

## Parley

When you **have leverage on a GM character and manipulate them**, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

## Defy Danger

When you **act despite an imminent threat** or suffer a calamity, say how you deal with it and roll. If you do it...

- by powering through, +Str
- by getting out of the way or acting fast, +Dex
- by enduring, +Con
- with quick thinking, +Int
- through mental fortitude, +Wis
- sing charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

## Defend

When you **stand in defense of a person, item, or location** under attack, roll+Con. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

## Discern Realities

When you **closely study a situation or person**, roll+Wis. On a 10+ ask the GM three questions from the list below. On a 7-9 ask only one. Take +1 forward when acting 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's really in control here?
- What here is not what it appears to be?

## Spout Lore

When you **consult your accumulated knowledge about something**, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

## Aid or Interfere

When you **help or hinder someone you have a Bond with**, roll+Bond with them. On a hit they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

## Last Breath

When you're dying you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn't care how tough or cool you are). On a 10+ you've cheated death— you're in a bad spot but you're still alive. On a 7–9 Death will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. On a miss, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

## Encumbrance

When you **make a move while carrying weight up to or equal to Load**, you're fine. When you make a move while carrying weight equal to load+1 or load+2, you take -1. When you make a move while carrying weight greater than load+2, you have a choice: drop at least 1 weight and roll at -1, or automatically fail.

## Make Camp

When you **settle in to rest consume a ration**; If you're somewhere dangerous decide the watch order as well. If you have enough XP you may Level Up. When you wake from at least a few uninterrupted hours of sleep heal damage equal to half your max HP.

## Take Watch

When you're **on watch and something approaches the camp**, roll+Wis. On a 10+ you're able to wake the camp and prepare a response, the camp takes +1 forward. On a 7–9 you react just a moment too late; the camp is awake but hasn't had time to prepare. You have weapons and armor but little else. On a miss whatever lurks outside the campfire's light has the drop on you.

## Bolster

When you **spend your leisure time in study, meditation, or hard practice**, you gain preparation. If you prepare for a week or two, 1 preparation. If you prepare for a month or longer, 3 preparation. When your preparation pays off spend 1 preparation for +1 to any roll. You can only spend one preparation per roll.

## Supply

When you go to **buy something with money on hand**, if it's something readily available in the settlement you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or non-mundane, roll+Cha. On a 10+ you find what you're looking for at a fair price. On a 7–9 you'll have to pay more or settle for something similar.

## Undertake A Perilous Journey

When you **travel through hostile territory**, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster (the same character cannot have two jobs). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. Each character with a job to do rolls+Wis. On a 10+ the quartermaster reduces the number of rations required by one. On a 10+ the trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much). On a 10+ the scout will spot any trouble quick enough to let you get the drop on it. On a 7–9 each roles performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

## Recover

When you **do nothing but rest in comfort and safety** after a day of rest you recover all your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

## Carouse

When you **return triumphant and throw a big party**, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose 3. On a 7–9 choose 1. On a miss, you still choose one, but things get really out of hand.

- You befriend a useful NPC
- You hear rumors of an opportunity
- You gain useful information
- You are not entangled, ensorcelled, or tricked

## Recruit

When you **put out word that you're looking to hire help**, roll. If you make it known...

- ...that your pay is generous, take +1
- ...what you're setting out to do, take +1
- ...that they'll get a share of whatever you find, take +1

If you have a useful reputation around these parts take an additional +1. On a 10+ you've got your pick of a number of skilled applicants, your choice who you hire, no penalty for not taking them along. On a 7–9 you'll have to settle for someone close or turn them away. On a miss someone influential and ill-suited declares they'd like to come along (a foolhardy youth, a loose-cannon, or a veiled enemy, for example), bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to Recruit.

## End Of Session

When you **reach the end of a session**, choose one your bonds that you feel is resolved (completely explored, no longer relevant, or otherwise). Ask the player of the character you have the bond with if they agree. If they do, mark XP and write a new bond with whomever you wish.

Once bonds have been updated look at your alignment. If you fulfilled that alignment at least once this session, 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 monster or enemy?
- Did we loot a memorable treasure?

For each "yes" answer everyone marks XP.

## Level Up

When you have **downtime (hours or days) and XP equal to (or greater than) your current level+7**, subtract your current level +7 from your XP, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook. Choose one of your stats and increase it by 1 (this may change your modifier).

Note that changing your Constitution increases your maximum and current HP. Ability scores can't go higher than 18.

## Outstanding Warrants

When you **return to a civilized place in which you've caused trouble before**, roll+Cha. On a hit, word has spread of your deeds and everyone recognizes you. On a 7–9, that, and, 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



## Hack & Slash

When you **attack an enemy in melee**, roll+Str. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

## Volley

When you take aim and **shoot at an enemy at range**, roll+Dex. On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

## Parley

When you **have leverage on a GM character and manipulate them**, roll+Cha. Leverage is something they need or want. On a hit they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

## Defy Danger

When you **act despite an imminent threat** or suffer a calamity, say how you deal with it and roll. If you do it...

- by powering through, +Str
- by getting out of the way or acting fast, +Dex
- by enduring, +Con
- with quick thinking, +Int
- through mental fortitude, +Wis
- sing charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

## Defend

When you **stand in defense of a person, item, or location** under attack, roll+Con. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

## Discern Realities

When you **closely study a situation or person**, roll+Wis. On a 10+ ask the GM three questions from the list below. On a 7-9 ask only one. Take +1 forward when acting 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's really in control here?
- What here is not what it appears to be?

## Spout Lore

When you **consult your accumulated knowledge about something**, roll+Int. On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

## Aid or Interfere

When you **help or hinder someone you have a Bond with**, roll+Bond with them. On a 10+ they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

## Last Breath

When you're dying you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn't care how tough or cool you are). On a 10+ you've cheated death— you're in a bad spot but you're still alive. On a 7–9 Death will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. On a miss, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

## Encumbrance

When you **make a move while carrying weight up to or equal to Load**, you're fine. When you make a move while carrying weight equal to load+1 or load+2, you take -1. When you make a move while carrying weight greater than load+2, you have a choice: drop at least 1 weight and roll at -1, or automatically fail.

## Make Camp

When you **settle in to rest consume a ration**; If you're somewhere dangerous decide the watch order as well. If you have enough XP you may Level Up. When you wake from at least a few uninterrupted hours of sleep heal damage equal to half your max HP.

## Take Watch

When you're **on watch and something approaches the camp**, roll+Wis. On a 10+ you're able to wake the camp and prepare a response, the camp takes +1 forward. On a 7–9 you react just a moment too late; the camp is awake but hasn't had time to prepare. You have weapons and armor but little else. On a miss whatever lurks outside the campfire's light has the drop on you.

## Bolster

When you **spend your leisure time in study, meditation, or hard practice**, you gain preparation. If you prepare for a week or two, 1 preparation. If you prepare for a month or longer, 3 preparation. When your preparation pays off spend 1 preparation for +1 to any roll. You can only spend one preparation per roll.

## Supply

When you go to **buy something with money on hand**, if it's something readily available in the settlement you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or non-mundane, roll+Cha. On a 10+ you find what you're looking for at a fair price. On a 7–9 you'll have to pay more or settle for something similar.

## Undertake A Perilous Journey

When you **travel through hostile territory**, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster (the same character cannot have two jobs). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. Each character with a job to do rolls+Wis. On a 10+ the quartermaster reduces the number of rations required by one. On a 10+ the trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much). On a 10+ the scout will spot any trouble quick enough to let you get the drop on it. On a 7–9 each roles performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

## Recover

When you **do nothing but rest in comfort and safety** after a day of rest you recover all your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

## Carouse

When you **return triumphant and throw a big party**, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose 3. On a 7–9 choose 1. On a miss, you still choose one, but things get really out of hand.

- You befriend a useful NPC
- You hear rumors of an opportunity
- You gain useful information
- You are not entangled, ensorcelled, or tricked

## Recruit

When you **put out word that you're looking to hire help**, roll. If you make it known...

- ...that your pay is generous, take +1
- ...what you're setting out to do, take +1
- ...that they'll get a share of whatever you find, take +1

If you have a useful reputation around these parts take an additional +1. On a 10+ you've got your pick of a number of skilled applicants, your choice who you hire, no penalty for not taking them along. On a 7–9 you'll have to settle for someone close or turn them away. On a miss someone influential and ill-suited declares they'd like to come along (a foolhardy youth, a loose-cannon, or a veiled enemy, for example), bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to Recruit.

## End Of Session

When you **reach the end of a session**, choose one your bonds that you feel is resolved (completely explored, no longer relevant, or otherwise). Ask the player of the character you have the bond with if they agree. If they do, mark XP and write a new bond with whomever you wish.

Once bonds have been updated look at your alignment. If you fulfilled that alignment at least once this session, 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 monster or enemy?
- Did we loot a memorable treasure?

For each "yes" answer everyone marks XP.

## Level Up

When you have **downtime (hours or days) and XP equal to (or greater than) your current level+7**, subtract your current level +7 from your XP, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook. Choose one of your stats and increase it by 1 (this may change your modifier).

Note that changing your Constitution increases your maximum and current HP. Ability scores can't go higher than 18.

## Outstanding Warrants

When you **return to a civilized place in which you've caused trouble before**, roll+Cha. On a hit, word has spread of your deeds and everyone recognizes you. On a 7–9, that, and, 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



# THE BARBARIAN



NAME \_\_\_\_\_

LEVEL   

XP \_\_\_\_\_

NAMES: Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, Shar, Korrin, Nkosi, Fafnir, Qua, Sacer, Vercin'geto, Barbozar, Clovis, Frael, Thra-raxes, Sillius, Sha-Sheena, Khamisi  
TITLES: the Glorious, the Hungry, the Irascible, the Undefeated, the Gluttonous, Foemasher, Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the Triumphant

## LOOK

Choose one for each, or write your own:

**BODY:** Mighty thews, long shanks, scrawny, supple \_\_\_\_\_

**EYES:** Tormented, haunted, wild, shrouded \_\_\_\_\_

**DECORATION:** Tattoos, bejeweled, unmarred \_\_\_\_\_

**CLOTHES:** Scraps, silks, scavenger's outfit, weather-inappropriate \_\_\_\_\_

## ARMOR



## HIT POINTS

Max (8+Constitution)



Current \_\_\_\_\_

## DAMAGE

D10

## ALIGNMENT

### Chaotic

Eschew a convention of the civilized world.

### Neutral

Teach someone the ways of your people.

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

**Strength**

STR Weak -1

**Dexterity**

DEX Shaky -1

**Constitution**

CON Sick -1

**Intelligence**

INT Stunned -1

**Wisdom**

WIS Confused -1

**Charisma**

CHA Scarred -1

## BONDS

Fill in at least one with the name of a companion, or write your own.

\_\_\_\_\_ is puny and foolish, but amusing to me.

\_\_\_\_\_ 's ways are strange and confusing.

\_\_\_\_\_ is always getting into trouble - I must protect them from themselves.

\_\_\_\_\_ shares my hunger for glory; the earth will tremble at our passing!

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## STARTING MOVES

Choose one of these to start with:

**Full Plate And Packing Steel**

You ignore the clumsy tag on armor you wear.

**Unencumbered, Unarmed**

So long as you are below your Load and neither wear armor nor carry a shield, take +1 armor.

You also start with all of these:

**The Upper Hand**

You take +1 ongoing to last breath rolls. When you **take your last breath**, on a 7-9 you make an offer to Death in return for your life. If Death accepts he will return you to life. If not, you die.

**What Are You Waiting For?**

When you **cry out a challenge to your enemies**, roll+Con. • On a 10+ they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them. • On a 7-9 only a few (the weakest or most foolhardy among them) fall prey to your taunting.

**Herculean Appetites**

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. While **pursuing one of your appetites if you would roll for a move**, instead of rolling 2d6 you roll 1d6+1d8. If the d6 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- Pure destruction
- Power over others
- Mortal pleasures
- Conquest
- Riches and property
- Fame and glory

**Musclebound**

While you wield a weapon it gains the forceful and messy tags.

## RACE

### Outsider

You may be elf, dwarf, halfling, or human, but you and your people are not from around here. At the beginning of each session, the GM will **ask you something about your homeland**, why you left, or what you left behind. If you answer them, mark XP.



COIN

STARTING GEAR

Max Load (8+STR)



Current

Dungeon Rations (5 uses, 1 weight)

Dagger (hand, 1 weight)

Some Token of where you've travelled or where you're from.

Choose your weapon:

- Axe (close, 1 weight)
Two-handed Sword (close, +1 damage, 2 weight)

Choose one:

- Adventuring Gear (5 uses, 1 weight) and Dungeon Rations (5 uses, ration, 1 weight)
Chainmail (1 armor, worn, 1 weight)

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Still Hungry, Appetite For Destruction, My Love For You Is Like A Truck, What Is Best In Life, Wide-Wanderer, Usurper, Khan Of Khans, Samson, Smash!, Indestructible Hunger, Eye For Weakness, On The Move

When you gain a level from 6-10, you may choose from these moves.

- A Good Day To Die, Kill 'Em All, War Cry, Mark Of Might, More! Always More!, The One Who Knocks, Healthy Distrust, For The Blood God



THE BARBARIAN



# THE BARD



NAME \_\_\_\_\_

LEVEL   

XP \_\_\_\_\_

ELF: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir  
 HUMAN: Baldric, Leena, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Lily, Ramonde, Cassandra

## LOOK

Choose one for each, or write your own:

BODY: Fit, well-fed, thin \_\_\_\_\_

EYES: Knowing, fiery, joyous \_\_\_\_\_

HAIR: Fancy, wild, stylish cap \_\_\_\_\_

CLOTHES: Finery, traveling, poor \_\_\_\_\_

## ARMOR



## HIT POINTS

Max (6+Constitution)



Current

## DAMAGE



## ALIGNMENT

- Good**  
Perform your art to aid someone else.
- Neutral**  
Avoid a conflict or defuse a tense situation.
- Chaotic**  
Spur others to significant and unplanned decisive action.

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

**Strength**

STR

Weak -1

**Dexterity**

DEX

Shaky -1

**Constitution**

CON

Sick -1

**Intelligence**

INT

Stunned -1

**Wisdom**

WIS

Confused -1

**Charisma**

CHA

Scarred -1

## BONDS

Fill in at least one with the name of a companion, or write your own.

This is not my first adventure with \_\_\_\_\_

I sang stories of \_\_\_\_\_ long before I ever met them in person.

\_\_\_\_\_ is often the butt of my jokes.

I am writing a ballad about the adventures of \_\_\_\_\_

\_\_\_\_\_ trusted me with a secret.

\_\_\_\_\_ does not trust me, and for good reason.

## STARTING MOVES

**Arcane Art**  
 When you **weave a performance into a basic spell**, choose an ally and an effect:

- Heal 1d8 damage
- +1d4 forward to damage
- Their mind is shaken clear of one enchantment
- The next time someone successfully assists the target with aid, they get +2 instead of +1

Then roll+CHA. • On a 10+, the ally gets the selected effect. • On a 7-9, your spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

**Charming & Open**  
 When you **speak frankly with someone**, you can ask their player a question from the list below. They must answer it truthfully, then they 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?

**Bardic Lore**  
 Choose an area of expertise:

- Spells and Magicks
- The Dead and Undead
- Grand Histories of the Known World
- A Bestiary of Creatures Unusual
- The Planar Spheres
- Legends of Heroes Past
- Gods and Their Servants

When you **first encounter an important creature, location, or item** (your call) covered by your bardic lore you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

**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.

## RACE

**Elf**  
 When you **enter an important location** (your call) you can ask the GM for one fact from the history of that location.

**Human**  
 When you **first enter a civilized settlement** someone who respects the custom of hospitality to minstrels will take you in as their guest.







COIN

STARTING GEAR

Max Load (9+STR)



Current

Dungeon Rations (5 uses, 1 weight)

Choose one, all are weight 0 for you:

- Your father's **Mandolin**, repaired
- A fine **Lute**, a gift from a noble
- The **Pipes** with which you courted your first love.
- A stolen **Horn**
- A **Fiddle**, never before played
- A **Songbook** in a forgotten tongue

Choose your clothing:

- Leather Armor** (1 armor, worn, 1 weight)
- Ostentatious Clothes** (worn, 0 weight)

Choose your armament:

- Dueling Rapier** (close, precise, 2 weight)
- Worn Bow** (near, 2 weight)
- Bundle of Arrows** (3 ammo, 1 weight)
- Short Sword** (close, 1 weight)

Choose one:

- Adventuring Gear** (5 uses, 1 weight)
- Bandages** (3 uses, slow, 0 weight)
- Halfling Pipeleaf** (6 uses, 0 weight)
- 3 coins**

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Healing Song**  
When you **heal with Arcane Art**, you heal +1d8 damage.
- Vicious Cacophony**  
When you **grant bonus damage with Arcane Art**, you grant an extra +1d4 damage.
- It Goes To Eleven**  
When you **unleash a crazed performance** (a righteous lute solo or mighty brass blast, maybe) choose a target who can hear you and roll+CHA. • On a 10+ the target attacks their nearest ally in range. • On a 7-9 they attack their nearest ally, but you also draw their attention and ire.
- Metal Hurlant**  
When you **shout with great force or play a shattering note** choose a target and roll+CON. • On a 10+ the target takes 1d10 damage and is deafened for a few minutes. • On a 7-9 you still damage your target, but it's out of control: the GM will choose an additional target nearby.
- A Little Help From My Friends**  
When you **successfully aid someone** you take +1 forward as well.
- Eldritch Tones**  
Your **Arcane Art** is strong, allowing you to choose two effects instead of one.
- Duelist's Parry**  
When you **Hack & Slash**, you take +1 armor forward.
- Bamboozle**  
When you **parley with someone**, on a 7+ you also take +1 forward with them.
- Multiclass Dabblers**  
Get one move from another class. Treat your level as one lower for choosing the move.
- Multiclass Initiate**  
Get one move from another class. Treat your level as one lower for choosing the move.

When you gain a level from 6-10, you may choose from these moves.

- Healing Chorus**  
*Replaces: Healing Song*  
When you **heal with Arcane Art**, you heal +2d8 damage.
- Vicious Blast**  
*Replaces: Vicious Cacophony*  
When you **grant bonus damage with Arcane Art**, you grant an extra +2d4 damage.
- Unforgettable Face**  
When you **meet someone you've met before** (your call) after some time apart you take +1 forward against them.
- Reputation**  
When you **first meet someone who's heard songs about you**, roll+CHA. • On a 10+, tell the GM two things they've heard about you. • On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.
- Eldritch Chord**  
*Replaces: Eldritch Tones*  
When you use **Arcane Art**, you choose two effects. You also get to choose one of those effects to double.
- An Ear For Magic**  
When you **hear an enemy cast a spell** the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.
- Devious**  
When you use **Charming & Open** you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.
- Duelist's Block**  
*Replaces: Duelist's Parry*  
When you **Hack & Slash**, you take +2 armor forward.
- Con**  
*Replaces: Bamboozle*  
When you **parley with someone**, on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.
- Multiclass Master**  
Get a move from another class. Treat your level as one lower for choosing the move.



THE BARD



# THE CLERIC



NAME \_\_\_\_\_

DWARF: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya  
 HUMAN: Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine

LEVEL   

XP \_\_\_\_\_

## LOOK

Choose one for each, or write your own:

BODY: Thin, knobby, flabby \_\_\_\_\_

EYES: Kind, sharp, sad \_\_\_\_\_

HAIR: Strange, tonsure, bald \_\_\_\_\_

CLOTHES: Flowing robes, habit, common \_\_\_\_\_

## ARMOR



## HIT POINTS

Max (8+Constitution)    Current



## DAMAGE



## ALIGNMENT

- Good**  
Endanger yourself to heal another.
- Lawful**  
Endanger yourself following the precepts of your church or god.
- Evil**  
Harm another to prove the superiority of your church or god.
- \_\_\_\_\_

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

**Strength**

STR

Weak -1

**Dexterity**

DEX

Shaky -1

**Constitution**

CON

Sick -1

**Intelligence**

INT

Stunned -1

**Wisdom**

WIS

Confused -1

**Charisma**

CHA

Scarred -1

## STARTING MOVES

- Deity**  
You serve and worship some deity or power which grants you spells. Give your god a name and choose your deity's domain:
  - Healing and Restoration
  - Bloody Conquest
  - Civilization
  - Knowledge and Hidden Things
  - The Downtrodden and Forgotten
  - What Lies Beneath

Choose one precept of your religion:

  - It preaches the sanctity of suffering, add **Petition: Suffering**
  - It's clutish and insular, add **Petition: Gaining Secrets**
  - It Observes important sacrificial rites, add **Petition: Offering**
  - It believes in trial by combat, add **Petition: Personal Victory**

- Cast A Spell (WIS)**  
When you **unleash a spell granted by your deity**, roll+WIS. • On a 10+ the the spell is successfully cast and your deity does not revoke the spell, so you may cast it again. • On a 7-9 the spell is cast, but choose one:
  - You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
  - Your casting distances you from your deity; take -1 ongoing to cast a spell until the next time you commune.
  - After it is cast, the spell is revoked by your deity. You cannot cast the spell again until you commune and have it granted to you.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

- Divine Guidance**  
When you **petition your deity according to the precept of your religion**, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

- Commune**  
When you spend uninterrupted time (an hour or so) in **quiet contemplation** with your deity, you:
  - Lose any spells already granted to you
  - Are granted new spells of your choice whose total levels don't exceed your own level +1, and none of which is a higher level than your own level
  - Prepare all of your rites, which never count against your limit

## BONDS

Fill in at least one with the name of a companion, or write your own.

- \_\_\_\_\_ has insulted my deity; I do not trust them.
- \_\_\_\_\_ is a good and faithful person; I trust them implicitly.
- \_\_\_\_\_ is in constant danger, I will keep them safe.
- I am working on converting \_\_\_\_\_ to my faith.

## RACE

- Dwarf**  
You are one with stone. When you commune you are also granted a special version of Words of the Unspeaking as a rote which only works on stone.
- Human**  
Your faith is diverse. Choose one wizard spell. You can cast and be granted that spell as if it was a cleric spell.

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

- Turn Undead**  
When you **hold your holy symbol aloft and call on your deity for protection**, roll+Wis. • On a 7+, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. • On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal.





## COIN

## STARTING GEAR

Max Load (10+STR)



Current

Some **Symbol of the Devine** (1 weight), describe it. \_\_\_\_\_

**Dungeon Rations** (5 uses, ration, 1 weight)

Choose your defenses:

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

Choose your armament:

- Warhammer** (close, 1 weight)
- Mace** (close, 1 weight)
- Staff** (close, two-handed, 1 weight) and **Bandages** (3 uses, slow, 0 weight)

Choose one:

- Adventuring Gear** (5 uses, 1 weight) and **Dungeon Rations** (5 uses, ration, 1 weight)
- Healing Potion** (0 weight)

## ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Chosen One**  
Choose one spell. You are granted that spell as if it was one level lower.
- Invigorate**  
When you **heal someone** they take +2 forward to their damage.
- The Scales Of Life And Death**  
When **someone takes their last breath** in your presence, they take +1 to the roll.
- Serenity**  
When you **cast a spell** you ignore the first -1 penalty from ongoing spells.
- First Aid**  
Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.
- Empower**  
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 effects as well:
  - The spell's effects are doubled
  - The spell's targets are doubled
- Divine Intervention**  
When you **Commune** you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.
- Penitent**  
When you **take damage** and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell.
- Orison For Guidance**  
When you **sacrifice something of value** to your deity and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.
- Divine Protection**  
When you **wear no armor** or shield you get 2 armor.
- Devoted Healer**  
When you **heal someone else** of damage, add your level to the amount of damage healed.

When you gain a level from 6-10, you may choose from these moves.

- Anointed**  
*Requires: Chosen One*  
Choose one spell in addition to the one you picked for Chosen One. You are granted that spell as if it was one level lower.
- Apotheosis**  
The first time you **spend time in prayer** as appropriate to your god after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.
- Reaper**  
When you take time after a conflict to dedicate your victory to your deity and deal with the dead, take +1 forward.
- Providence**  
*Replaces: Serenity*  
You ignore the -1 penalty from up to two spells you maintain. If you maintain more than two you take normal penalties.
- Divine Invincibility**  
*Replaces: Divine Intervention*  
When you **Commune** you gain 2 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, who intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage.
- Martyr**  
*Replaces: Penitent*  
When you **take damage** and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell and add your level to any damage done or healed by the spell.
- Divine Armor**  
*Replaces: Divine Protection*  
When you **wear no armor** or shield you get 3 armor.
- Greater Empower**  
*Replaces: Empower*  
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
- Greater First Aid**  
*Requires: First Aid*  
Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.
- Multiclass Dabbler**  
Get one move from another class. Treat your level as one lower for choosing the move.



# THE CLERIC





## ROTES

Every time you *Commune*, you gain access to all of your rites without having to select them or count them toward your allotment of spells.

**Light**  
*Rote*

An item you touch glows with divine 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.

**Sanctify**  
*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.

**Guidance**  
*Rote*

The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

## FIRST LEVEL SPELLS

**Bless**  
*1st Level (ongoing)*

Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast a spell.

**Cause Fear**  
*1st Level (ongoing)*

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).

**Sanctuary**  
*1st Level*

As you cast this spell, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

**Cure Light Wounds**  
*1st Level*

At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

**Magic Weapon**  
*1st Level (ongoing)*

The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to cast a spell.

**Speak With Dead**  
*1st Level*

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.

**Detect Alignment**  
*1st Level*

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

## THIRD LEVEL SPELLS

**Animate Dead**  
*3rd Level (ongoing)*

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

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**  
*3rd Level*

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

**Cure Moderate Wounds**  
*3rd Level*

You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.

**Darkness**  
*3rd Level (ongoing)*

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

**Hold Person**  
*3rd Level*

Choose a person you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source.



## FIFTH LEVEL SPELLS

- Revelation**  
*5th Level*  
Your deity answers your prayers with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.
- Cure Critical Wounds**  
*5th Level*  
Heal an ally you touch of 3d8 damage.
- Divination**  
*5th Level*  
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.
- True Seeing**  
*5th Level (ongoing)*  
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 the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.
- Contagion**  
*5th Level (ongoing)*  
Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.
- Trap Soul**  
*5th Level*  
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.
- Words Of The Unspeaking**  
*5th Level*  
With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

## SEVENTH LEVEL SPELLS

- Word Of Recall**  
*7th Level*  
Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.
- Heal**  
*7th Level*  
Touch an ally and you may heal their damage a number of points up to your maximum HP.
- Harm**  
*7th Level*  
Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.
- Sever**  
*7th Level (ongoing)*  
Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to cast a spell.
- Mark Of Death**  
*7th Level*  
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.
- Control Weather**  
*7th Level*  
Pray for rain—or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last a handful of days.

## NINTH LEVEL SPELLS

- Storm Of Vengeance**  
*9th Level*  
Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.
- Repair**  
*9th Level*  
Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.
- Consume Unlife**  
*9th Level*  
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.
- Plague**  
*9th Level (ongoing)*  
Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to cast a spell.
- Divine Presence**  
*9th Level (ongoing)*  
Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell.





# THE DRUID



NAME \_\_\_\_\_

LEVEL   

XP \_\_\_\_\_

ELF: Hycorax, Ethanwe, Sinathel, Demanor, Menoliir, Mithralan, Taeros, Aegor

HALFLING: Tanner, Dunstan, Rose, Ivy, Robard, Mab, Thistle, Puck, Anne, Serah

HUMAN: Elana, Obelis, Herran, Sylva, Andanna, Siobhan, Aziz, Sibel, Nils, Wei

## LOOK

Choose one for each, or write your own:

HAIR: Messy, braided, furry hood \_\_\_\_\_

EYES: Wise, wild, haunting \_\_\_\_\_

CLOTHES: Ceremonial garb, practical leathers, weathered hides \_\_\_\_\_

## ARMOR



## HIT POINTS



Max (6+Constitution)

Current \_\_\_\_\_

## DAMAGE



## ALIGNMENT

- Chaotic**  
Destroy a symbol of civilization.
- Good**  
Help something or someone grow.
- Neutral**  
Eliminate an unnatural menace.
- \_\_\_\_\_
- \_\_\_\_\_

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

**Strength**

STR Weak -1

**Dexterity**

DEX Shaky -1

**Constitution**

CON Sick -1

**Intelligence**

INT Stunned -1

**Wisdom**

WIS Confused -1

**Charisma**

CHA Scarred -1

## BONDS

Fill in at least one with the name of a companion, or write your own.

\_\_\_\_\_ smells more like prey than a hunter.

The spirits spoke to me of a great danger that follows \_\_\_\_\_.

I have showed \_\_\_\_\_ a secret rite of the land.

\_\_\_\_\_ has tasted my blood and I theirs. We are bound by it.

## STARTING MOVES

**Born Of The Soil**  
You learned your magic in a place whose spirits are strong and ancient and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose one of the following. It is the land to which you are attuned—when shapeshifting you may take the shape of any animal who might live in your Land.

- The Great Forests
- The Whispering Plains
- The Vast Desert
- The Stinking Mire
- The River Delta
- The Depths of the Earth
- The Sapphire Islands
- The Open Sea
- The Towering Mountains
- The Frozen North
- The Blasted Wasteland

Chose a tell—a physical attribute that marks you as born of the soil—that reflects the spirit of your land. It may be an animal feature like antlers or leopard's spots or something more general: hair like leaves or eyes of glittering crystal. Your tell remains no matter what shape you take.

**By Nature Sustained**  
You don't need to eat or drink. If a move tells you to mark off a ration just ignore it.

**Spirit Tongue**  
The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can understand any animal native to your land or akin to one whose essence you have studied.

**Shapeshifter**  
When you **call upon the spirits to change your shape**, roll+Wis. • On a 10+ hold 3. • On a 7-9 hold 2. • On a miss hold 1 in addition to whatever the GM says.  
You may take on the physical form of any species whose essence you have studied or who lives in your land: you and your possessions meld into a perfect copy of the species' form. You have any innate abilities and weaknesses of the form: claws, wings, gills, breathing water instead of air. You still use your normal stats but some moves may be harder to trigger—a housecat will find it hard to do battle with an ogre. The GM will also tell you one or more moves associated with your new form. **Spend 1 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.

## RACE

**Elf**  
The sap of the elder trees flows within you. In addition to any other attunements, the Great Forest is always considered your land.

**Human**  
As your people learned to bind animals to field and farm, so too are you bound to them. You may always take the shape of any domesticated animal, in addition to your normal options.

**Halfling**  
You sing the healing songs of spring and brook. When you make camp, you and your allies heal +1d6.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Studied Essence**  
When you spend time in contemplation of an animal spirit, you may add its species to those you can assume using shapeshifting.



COIN

STARTING GEAR

Max Load (6+STR)



Current

Some **Token** of your land. Describe it:

Choose your defenses:

- Hide Armor (1 armor, worn, 1 weight)
Wooden Shield (+1 armor, 1 weight)

Choose your armament:

- Shillelagh (close, 2 weight)
Staff (close, two-handed, 1 weight)
Spear (close, thrown, near, 1 weight)

Choose one:

- Adventuring Gear (5 uses, 1 weight)
Poultices & Herbs (2 uses, slow, 1 weight)
Halfling Pipeleaf (6 uses, 0 weight)

Horizontal lines for describing items.

COMMON ANIMAL MOVES

Pack Hunters

- Summon the pack
Drag them to the ground

Flying Creatures

- Escape to the air
Pull an enemy aloft

Hardy Beasts

- Trample them
Break through

Poisonous

- Inflict your poison on them
Drive them back

Horizontal lines for describing animal moves.

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Hunter's Brother
Red Of Tooth And Claw
Communion Of Whispers
Barkskin
Eyes Of The Tiger
Shed

- Thing-talker
Formcrafter
Elemental Mastery
Balance

When you gain a level from 6-10, you may also choose from these moves.

- Embracing No Form
Doppleganger's Dance
Blood And Thunder
The Druid Sleep
Weather Weaver

- World-talker
Formshaper
Healthy Distrust
Chimera
Stalker's Sister



THE DRUID





# THE FIGHTER



NAME \_\_\_\_\_

LEVEL    XP \_\_\_\_\_

DWARF: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq  
ELF: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian

HALFLING: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca  
HUMAN: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

## LOOK

Choose one for each, or write your own:

BODY: Built, lithe, ravaged \_\_\_\_\_  
EYES: Hard, dead, eager \_\_\_\_\_  
HAIR: Wild, shorn, battered helm \_\_\_\_\_  
SKIN: Calloused, tanned, scarred \_\_\_\_\_

## ARMOR



## HIT POINTS



Max (10+Constitution) \_\_\_\_\_ Current \_\_\_\_\_

## DAMAGE



## ALIGNMENT

- Good**  
Defend those weaker than you.
- Neutral**  
Defeat a worthy opponent.
- Evil**  
Kill a defenseless or surrendered enemy.

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

**Strength**

STR Weak -1

**Dexterity**

DEX Shaky -1

**Constitution**

CON Sick -1

**Intelligence**

INT Stunned -1

**Wisdom**

WIS Confused -1

**Charisma**

CHA Scarred -1

## BONDS

Fill in at least one with the name of a companion, or write your own.

\_\_\_\_\_ owes me their life, whether they admit it or not.

I have sworn to protect \_\_\_\_\_.

I worry about the ability of \_\_\_\_\_ to survive in the dungeon.

\_\_\_\_\_ is soft, but I will make them hard like me.

## STARTING MOVES

**Signature Weapon**

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true.

Choose a base description, all are 2 weight:

Sword       Spear  
 Axe           Flail  
 Hammer       Fists

Choose a range that best fits your weapon:

Hand           Close  
 Reach

- Choose two enhancements:
- Hooks and spikes. +1 damage, but +1 weight.
  - Sharp. +2 piercing.
  - Perfectly weighted. Add *precise*.
  - Serrated edges. +1 damage.
  - Glows in the presence of one type of creature, your choice.
  - Huge. Add *messy* and *forceful*.
  - Versatile. Choose an additional range.
  - Well-crafted. -1 weight.

- Choose a look:
- Ancient       Blood-stained
  - Unblemished    Sinister
  - Ornate

## RACE

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

**Elf**  
Choose one weapon—you can always treat weapons of that type as if they had the *precise* tag.

**Halfling**  
When you **Defy Danger** and use your small size to your advantage, take +1.

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

**Bend Bars, Lift Gates**

When you use **pure strength** to **destroy an inanimate obstacle**, roll+STR. • On a 10+, choose 3. • On a 7-9 choose 2.

- 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

**Armored**

You ignore the *clumsy* tag on any armor you wear.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_





COIN

STARTING GEAR

Max Load (12+STR)



Current

You carry your **Signature Weapon**.

**Dungeon Rations** (5 uses, ration, 1 weight)

Choose your defenses:

- Chainmail** (1 armor, worn, 1 weight) and **Adventuring Gear** (5 uses, 1 weight)
- Scale Armor** (2 armor, worn, clumsy, 3 weight)

Choose two:

- 2 Healing Potions** (0 weight)
- Shield** (+1 armor, 2 weight)
- Antitoxin** (0 weight), **Dungeon Rations** (5 uses, ration, 1 weight), and **Poultices & Herbs** (2 uses, slow, 1 weight)
- 22 coins**

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Merciless**  
When you **deal damage**, deal +1d4 damage.
- Heirloom**  
When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. • On a 10+, the GM will give you good detail. • On a 7-9, the GM will give you an impression.
- Improved Weapon**  
Choose one extra enhancement for your signature weapon.
- Blacksmith**  
When you **have access to a forge** you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.
- Iron Hide**  
You gain +1 armor.
- 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.
- Seeing Red**  
When you **Discern Realities during combat**, you take +1.
- Interrogator**  
When you **parley using threats of violence** as leverage, you may use STR instead of CHA.
- Scent Of Blood**  
When you **Hack & Slash** an enemy, your next attack against that same foe deals +1d4 damage.
- Multiclass Dabbler**  
Get one move from another class. Treat your level as one lower for choosing the move.

When you gain a level from 6-10, you may choose from these moves.

- Bloodthirsty**  
*Replaces: Merciless*  
When you **deal damage**, deal +1d8 damage.
- 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 take -1 ongoing throughout the battle.
- Eye For Weaponry**  
When you **look over an enemy's weaponry**, ask the GM how much damage they do.
- Superior Warrior**  
When you **Hack & Slash**, on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.
- Steel Hide**  
*Replaces: Iron Hide*  
You gain +2 armor.
- Armored Perfection**  
*Replaces: Armor Mastery*  
When you choose to **let your armor take the brunt of damage** dealt to you, the damage is negated and you take +1 forward against the attacker, 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.
- Evil Eye**  
*Requires: Seeing Red*  
When you **enter combat**, roll+CHA. • 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 **Hack & Slash** an enemy, your next attack against that same foe deals +1d8 damage.
- Multiclass Initiate**  
Get a move from another class. Treat your level as one lower for choosing the move.



THE FIGHTER



# THE IMMOLATOR



NAME \_\_\_\_\_

LEVEL   

XP \_\_\_\_\_

HUMAN: Solomon, Timothy, Kalil, Omen, Yohn, Hiko, Agasha, Elizabeth, Harald, Fatia, Khalwa, Adur, Ignis, Yajna, Umlilo  
 SALAMANDER: Sulfurheart, Flamewalker, Emberlash, Cinderclaw, Charfiend, Bittertallow, Barrowblaze, Singescale, Candlewick, Coalfang

## LOOK

Choose one for each, or write your own:

**BODY:** Strange brands, ritual scars, perfect skin

**EYES:** Smouldering, warm, searing \_\_\_\_\_

**VOICE:** Crackling, whispering, roaring \_\_\_\_\_

**DEMEANOUR:** Imperious bearing, manic attitude, barely-hidden rage \_\_\_\_\_

## ARMOR



## HIT POINTS

Max (4+Constitution)



Current

## DAMAGE



## ALIGNMENT

**Evil**

Sacrifice an unwilling victim to the flames.

**Chaotic**

Spread a dangerous new idea.

**Neutral**

Exchange a sacrifice, freely given, for a service rendered.

\_\_\_\_\_

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

**Strength**

STR Weak -1

**Dexterity**

DEX Shaky -1

**Constitution**

CON Sick -1

**Intelligence**

INT Stunned -1

**Wisdom**

WIS Confused -1

**Charisma**

CHA Scarred -1

## BONDS

Fill in at least one with the name of a companion, or write your own.

\_\_\_\_\_ has felt the hellish touch of fire, now they know my strength.

I will teach \_\_\_\_\_ the true meaning of sacrifice.

I cast something into the fire for \_\_\_\_\_ and still owe them their due.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## STARTING MOVES

**Burning Brand**  
 When you **conjure a weapon of pure flame**, roll+CON. On a 10+ choose two of the following tags, on a 7-9 choose one. You may treat your INT as your STR or DEX in regards to making attacks with this weapon. The weapon always begins with the *fiery*, *touch*, *dangerous*, and *3 uses* tags. Each attack with the weapon consumes one use.

- hand
- thrown, near
- +1 damage
- remove the *dangerous* tag

**Give Me Fuel, Give Me Fire**  
 When you **gaze intensely into someones eyes**, 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.

**Zuko Style**  
 When you **bend a flame to your will**, roll+WIS. 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.

**Fighting Fire with Fire**  
 When you take damage, and that damage is odd (after armor) the flames within you come to your aid. Roll 1d4 and either add that many uses to your burning brand (if active), take that result forward to summon your burning brand, or reduce the damage by that amount, your choice.

**Hand Crafted**  
 You may use your hands in place of tools and fire to craft metal objects. Mundane weapons, armor and metal jewellery 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.

## RACE

**Human**  
 When you Make Camp next to a large, open flame, regain all of your HP.

**Salamander**  
 Non-magical heat and fire cannot harm you.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



COIN

## ADVANCED MOVES

When you gain a level from 2-10, choose from these moves.



### Lore Of Flame

When you **stare into a source of fire**, looking for answers, roll+WIS. On a hit, the GM will tell you something new and interesting about the current situation. On a 10+, the GM will give you good detail. On a 7-9, the GM will give you an impression. If you already know all there is to know, the GM will tell you that.



### Ogdru Jahad

Gain the Wizard move Ritual. The GM will always tell you what you have to sacrifice to gain the effect you desire.



### Burns Twice As Bright

When you **channel the flames of fate**, you may treat a missed roll as a 7-9 or a 7-9 result as a 10+. This may be a roll you or another character has made. Tell the GM something you've lost; an emotion, a memory or some innate piece of your being. You may not use this move again until you've used Burns Half As Long.



### Moth To The Flame

When you **tempt a weak mind with your inner fire**, roll+WIS. On a 10+ their will is suppressed, they'll follow you and do as you desire, so long as nothing startles or surprises them. On a 7-9, the effect is only strong enough to distract or confuse them. On a miss, they become agitated and upset, your fire having sparked their hidden desires.



### Burning Bridges

When you **would take your last breath**, don't. Instead, you may erase one of your Bonds. This is permanent and lowers your total available Bonds forever. You are alive and have 1d6 hp. If you have no more Bonds, take your last breath as normal.



### Burns Half As Long

You gain this move when you gain Burns Twice As Bright

When you **sacrifice a victory to the flames of fate**, treat any roll of 10+ as a miss.



### The Enkindler

When you **bolster the courage of others** roll+CHA. On a 10+ they shake off all fear and doubt, becoming brave in an instant. On a 7-9, this effect is fleeting, they realize its superficiality and resort to cowardice after a moment or two. On a miss, they're cowed or terrified by your presence.



### This Killing Fire

Add the following tags to your options for Burning Brand: *messy, forceful, reach, near, far.*



### Sick Burn

When you **insult an NPC**, roll + CHA. On a 10+ you leave them no room to react, they bear your insult and the scorn of all who hear it. On a 7-9 you cross a line, they will have their revenge, someday. On a miss you've gone too far, they blow up here and now.



### Firebrand

When you **introduce a new idea to an NPC**, roll+CHA. On a 10+ They believe the idea to be their own and take to it with fervour. On a 7-9, Their passion fades after a day or two. On a miss, they respond negatively, speaking out against the idea.



### From Hell's Heart

When you **summon fire** with any of your moves, you can replace it with the black fires of hell itself. This fire does not burn with heat and ignores armor, scorching the soul itself. Those creatures without souls cannot be harmed by this type of flame.



### Fanning The Flames

Requires: Firebrand

You may apply the effects of your Firebrand move to a group of people - a dozen or so - all at once.



### Burning Ring Of Fire

When you **fuse a willing person's soul to yours**, roll+CHA. On a hit you are bound together, able to sense each other at any distance, as well as sharing your emotional state. On a 7-9, the connection is unstable and dangerous, when you take a debility, so do they (and vice versa). On a miss, the branding is rejected and you both erase any Bonds you have to each other. You may write new Bonds with them at the *End of Session* as usual. This fusion, once performed, cannot be undone by mortal means.



### Watch The World Burn

When you **open a channel to the burning planes** and call a firestorm, tell the GM what you're sacrificing and roll+WIS. The sky opens up and fire pours like rain from it within an area about equal to a small village. 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 your control, spreading and gusting where they are carried by wind and weather. On a miss, something cruel, intelligent and hungry comes with the storm.

## STARTING GEAR

Max Load (9+STR)



Current

You carry no weapons and need no armor but the flames that burn within you. You begin with:

A **Symbol** of your sacrifices past, describe it:

Adventuring Gear (5 uses, 1 weight)

1 Healing Potion (0 weight)

Choose two:

Dungeon Rations (5 uses, ration, 1 weight)

1 Healing Potion (0 weight)

10 Coins

Lined writing area for describing the Symbol of sacrifices.

When you gain a level from 6-10, you may choose from these moves.



# THE IMMOLATOR





# THE PALADIN



NAME \_\_\_\_\_

LEVEL  XP

NAMES: Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria, Sanguinus, Titianus

## LOOK

Choose one for each, or write your own:  
**BODY:** Fit, bulky, thin \_\_\_\_\_  
**EYES:** Kind, fiery, glowing \_\_\_\_\_  
**HAIR:** Bald, styled, helmet \_\_\_\_\_  
**HOLY SYMBOL:** Worn, fancy \_\_\_\_\_

## ARMOR



## HIT POINTS



Max (10+Constitution) Current

## DAMAGE



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

**Strength**

STR Weak -1

**Dexterity**

DEX Shaky -1

**Constitution**

CON Sick -1

**Intelligence**

INT Stunned -1

**Wisdom**

WIS Confused -1

**Charisma**

CHA Scarred -1

## STARTING MOVES

**Quest**  
 When you **dedicate yourself to a mission** through prayer and ritual cleansing, state what you set out to do:

- Slay \_\_\_\_\_, a great blight on the land.
- Defend \_\_\_\_\_ from the iniquities that beset them.
- Discover the truth of \_\_\_\_\_.

Then choose up to two boons:

- An unwavering sense of direction to \_\_\_\_\_.
- Invulnerability to \_\_\_\_\_ (edged weapons, fire, enchantment, etc.)
- A mark of divine authority.
- Senses that pierce lies.
- A voice that transcends language.
- Freedom from hunger, thirst, and sleep.

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- **Honor** (forbidden: cowardly tactics and tricks)
- **Temperance** (forbidden: gluttony in food, drink, and pleasure of the flesh)
- **Piety** (required: observance of daily holy services)
- **Valor** (forbidden: suffering an evil creature to live)
- **Truth** (forbidden: lies)
- **Hospitality** (required: comfort to those in need, no matter who they are)

**Lay On Hands (CHA)**  
 When you **touch someone**, skin to skin, and pray for their well-being, roll+CHA. • On a 10+ you heal 1d8 damage or remove one disease. • On a 7-9, they are healed, but the damage or disease is transferred to you.

**I Am The Law**  
 When you give an NPC an order based on your divine authority, roll+Cha. • On a 7+, they choose one:

- Do what you say.
- Back away cautiously, then flee.
- Attack you.

• On a 10+, you also take +1 forward against them. • On a miss, they do as they please and you take -1 forward against them.

**Armored**  
 You ignore the *clumsy* tag on armor you wear.

## ALIGNMENT

**Lawful**  
 Deny mercy to a criminal or unbeliever.

**Good**  
 Endanger yourself to protect someone weaker than you.

\_\_\_\_\_

## BONDS

Fill in at least one with the name of a companion, or write your own.

\_\_\_\_\_ 's misguided behavior endangers their very soul!

\_\_\_\_\_ has stood by me in battle and can be trusted completely.

I respect the beliefs of \_\_\_\_\_ but hope they will someday see the true way.

\_\_\_\_\_ is a brave soul, I have much to learn from them.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## RACE

**Human**  
 When you **pray for guidance, even for a moment and ask "what here is evil?"** the GM will tell you, honestly.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



COIN

## STARTING GEAR

Max Load (12+STR)



Current

**Dungeon Rations** (5 uses, ration, 1 weight)

**Scale Armor** (2 armor, worn, clumsy, 3 weight)

Some **Mark of Faith** (0 weight), describe it:

Choose your weapon:

- Halberd** (reach, +1 damage, two-handed, 2 weight)
- Long Sword** (close, +1 damage, 1 weight) and **Shield** (+1 armor, 2 weight)

Choose one:

- Adventuring Gear** (5 uses, 1 weight)
- Dungeon Rations** (5 uses, ration, 1 weight) and **Healing Potion** (0 weight)

## ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Divine Favor**  
Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.
- Bloody Aegis**  
When you **take damage** you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.
- Smite**  
While on a Quest you deal +1d4 damage.
- Holy Protection**  
You get +1 armor while on a Quest.
- Voice Of Authority**  
Take +1 to order hirelings.
- Hospitaller**  
When you heal an ally, you heal +1d8 damage.
- Exterminatus**  
When you **speak aloud your promise to defeat an 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.
- Charge!**  
When you **lead the charge into combat**, those you lead take +1 forward.
- Staunch Defender**  
When you **Defend** you always get +1 hold, even on a 6-.
- Setup Strike**  
When you **Hack & Slash**, choose an ally. Their next attack against your target does +1d4 damage.

When you gain a level from 6-10, you may choose from these moves.

- Evidence Of Faith**  
*Requires: Divine Favor*  
When you **see divine magic as it happens**, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.
- Holy Smite**  
*Replaces: Smite*  
While on a Quest you deal +1d8 damage.
- Ever Onward**  
*Replaces: Charge!*  
When you **lead the charge into combat**, those you lead take +1 forward and +2 armor forward.
- Impervious Defender**  
*Replaces: Staunch Defender*  
When you **Defend** you always get +1 hold, 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.
- Perfect Knight**  
When you Quest you choose three boons instead of two.
- Tandem Strike**  
*Replaces: Setup Strike*  
When you **Hack & Slash**, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.
- Divine Protection**  
*Replaces: Holy Protection*  
You get +2 armor while on a Quest.
- Divine Authority**  
*Replaces: Voice Of Authority*  
Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.
- Perfect Hospitaller**  
*Replaces: Hospitaller*  
When you **heal an ally**, you heal +2d8 damage.
- Indomitable**  
When you **suffer a debility** (even through Bloody Aegis) take +1 forward against whatever caused it.



# THE PALADIN



# THE RANGER



NAME \_\_\_\_\_

ELF: *Thrandir, Elrosine, Aranwe, Celion, Dambrath, Lanethe* HUMAN: *Jonah, Halek, Brandon, Emory, Shrike, Nora, Diana*

LEVEL    XP \_\_\_\_\_

## LOOK

Choose one for each, or write your own:

BODY: Lithe, wild, sharp \_\_\_\_\_

EYES: Wild, sharp, animal \_\_\_\_\_

HAIR: Wild, bald, hooded \_\_\_\_\_

CLOTHES: Cape, camouflage, traveling clothes \_\_\_\_\_

## ARMOR



## HIT POINTS



Max (8+Constitution) Current

## DAMAGE



## ALIGNMENT

- Chaotic**  
Free someone from literal or figurative bonds.
- Good**  
Endanger yourself to combat an unnatural threat.
- Neutral**  
Help an animal or spirit of the wild.
- \_\_\_\_\_

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

**Strength**

STR Weak -1

**Dexterity**

DEX Shaky -1

**Constitution**

CON Sick -1

**Intelligence**

INT Stunned -1

**Wisdom**

WIS Confused -1

**Charisma**

CHA Scarred -1

## BONDS

Fill in at least one with the name of a companion, or write your own.

I have guided \_\_\_\_\_ before and they owe me for it.

\_\_\_\_\_ is a friend of nature, so I will be their friend as well.

\_\_\_\_\_ has no respect for nature, so I have no respect for them.

\_\_\_\_\_ does not understand life in the wild, so I will teach them.

## STARTING MOVES

**Animal Companion**

You have a supernatural connection with a loyal animal. You can't talk to it per se but it always acts as you wish it to. Name your animal companion: \_\_\_\_\_

Choose a species:

Wolf, Cougar, Bear, Eagle, Dog, Hawk, Cat, Owl, Pigeon, Rat, Mule, \_\_\_\_\_

Choose a base:

- Ferocity +2, Cunning +1, Instinct +1, 1 Armor
- Ferocity+2, Cunning +2, Instinct +1, 0 Armor
- Ferocity +1, Cunning +2, Instinct +1, 1 Armor
- Ferocity +3, Cunning +1, Instinct +2, 1 Armor

Choose as many strengths as its Ferocity:

Fast, Burly, Huge, Calm, Adaptable, Tireless, Quick Reflexes, Camouflage, Ferocious, Intimidating, Keen Senses, Stealthy, \_\_\_\_\_

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its Cunning:

Hunt, Search, Scout, Guard, Labor, Travel, Fight Monsters, Perform, \_\_\_\_\_

Choose as many weaknesses as its Instinct:

Flighty, Savage, Slow, Broken, Frightening, Forgetful, Stubborn, Lame, \_\_\_\_\_

## RACE

- Elf**  
When you **Undertake A Perilous Journey** through wilderness whatever job you take you succeed as if you rolled a 10+.
- Human**  
When you **Make Camp** in a dungeon or city, you don't need to consume a ration.
- \_\_\_\_\_

**Hunt & Track (WIS)**

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 1:
  - Gain a useful bit of information about your quarry, the GM will tell you what
  - Determine what caused the trail to end

**Called Shot**

When you **attack a defenseless or surprised enemy at range**, you can choose to deal your damage or name your target and roll+DEX.

- **Head** • 10+: As 7-9, plus your damage.
- 7-9: They do nothing but stand and drool for a few moments.
- **Arms** • 10+: As 7-9, plus your damage
- 7-9: They drop anything they're holding.
- **Legs** • 10+: As 7-9, plus your damage
- 7-9: They're hobbled and slow moving.

**Command**

When you **work with your animal companion** on something it's trained in...

- and you attack the same target, add its **ferocity** to your **damage**
- and you track, add its **cunning** to your **roll**
- and you take damage, add its **armor** to your **armor**
- and you Discern Realities, add its **cunning** to your **roll**
- and you Parley, add its **cunning** to your **roll**
- and someone Interferes with you, add its **instinct** to their **roll**





## COIN

## STARTING GEAR

Max Load (11+STR)



Current

**Dungeon Rations** (5 uses, ration, 1 weight)

**Leather Armor** (1 armor, worn, 1 weight)

**Bundle Of Arrows** (3 ammo, 1 weight)

Choose your armament:

- Hunter's Bow** (near, far, 1 weight), and **Short Sword** (close, 1 weight)
- Hunter's Bow** (near, far, 1 weight), and **Spear** (reach, 1 weight)

Choose one:

- Adventuring Gear** (5 uses, 1 weight), and **Dungeon Rations** (5 uses, ration, 1 weight)
- Adventuring Gear** (5 uses, 1 weight), and **Bundle Of Arrows** (3 ammo, 1 weight)

## ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Half-elfen**  
Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the elf starting move if you took the human one at character creation or vice versa. **You may take this move only if it is your first advancement.**
- Wild Empathy**  
You can speak with and understand animals.
- Familiar Prey**  
When you **Spout Lore about a monster** you use WIS instead of INT.
- Viper's Strike**  
When you **strike an enemy with two weapons at once**, add an extra 1d4 damage for your off-hand strike.
- Camouflage**  
When you **keep still in natural surroundings**, enemies never spot you until you make a movement.
- Man's Best Friend**  
When you **allow your animal companion to take a blow that was meant for you**, the damage is negated and your animal companion's ferocity becomes 0. If its ferocity is already 0 you can't use this ability. When you have a few hours of rest with your animal companion its ferocity returns to normal.
- Blot Out The Sun**  
When you **Volley** you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.
- Well-trained**  
Choose another training for your animal companion.
- God Amidst The Wastes**  
Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.
- Follow Me**  
When you **Undertake A Perilous Journey** you can take two roles. You make a separate roll for each.
- A Safe Place**  
When you set the watch for the night, everyone takes +1 to **Take Watch**.

When you gain a level from 6-10, you may choose from these moves.

- Wild Speech**  
*Replaces: Wild Empathy*  
You can speak with and understand any non-magical, non-planar creature.
- Hunter's Prey**  
*Replaces: Familiar Prey*  
When you **Spout Lore about a monster** you use WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.
- Viper's Fangs**  
*Replaces: Viper's Strike*  
When you **strike an enemy with two weapons at once**, add an extra 1d8 damage for your off-hand strike.
- Smaug's Belly**  
When you **know your target's weakest point** your arrows have 2 piercing.
- Strider**  
*Replaces: Follow Me*  
When you **Undertake A Perilous Journey** you can take two roles. Roll twice and use the better result for both roles.
- A Safer Place**  
*Replaces: A Safe Place*  
When you set the watch for the night, everyone takes +1 to **Take Watch**. After a night in camp when you set the watch everyone takes +1 forward.
- Observant**  
When you **hunt and track**, on a hit you may also ask one question about the creature you are tracking from the Discern Realities list for free.
- Special Trick**  
Choose a move from another class. So long as you are working with your animal companion you have access to that move.
- Unnatural Ally**  
Your animal companion is a monster, not an animal. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.



# THE RANGER





# THE THIEF

NAME \_\_\_\_\_

LEVEL   

XP \_\_\_\_\_

HALFLING: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug

HUMAN: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley

## LOOK

Choose one for each, or write your own:

BODY: Lithe, knobby, flabby \_\_\_\_\_

EYES: Shifty, criminal \_\_\_\_\_

HAIR: Cropped, messy, hooded \_\_\_\_\_

CLOTHES: Dark, fancy, common \_\_\_\_\_

## ARMOR



## HIT POINTS



Max (6+Constitution)

Current

## DAMAGE



## ALIGNMENT

- Chaotic**  
Leap into danger without a plan.
- Neutral**  
Avoid detection or infiltrate a location.
- Evil**  
Shift danger or blame from yourself to someone else.

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

**Strength**

STR Weak -1

**Dexterity**

DEX Shaky -1

**Constitution**

CON Sick -1

**Intelligence**

INT Stunned -1

**Wisdom**

WIS Confused -1

**Charisma**

CHA Scarred -1

## BONDS

Fill in at least one with the name of a companion, or write your own.

I stole something from \_\_\_\_\_  
 \_\_\_\_\_ has my back when things go wrong.  
 \_\_\_\_\_ knows incriminating details about me.  
 \_\_\_\_\_ and I have a con running.

## STARTING MOVES

- Trap Expert**  
When you spend a moment to survey a dangerous area, roll+DEX. • On a 10+, hold 3. • On a 7-9, hold 1. Spend your hold as you walk 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?

- Flexible Morals**  
When someone tries to detect your alignment you can tell them any alignment you like.

- Tricks Of The Trade**  
When you pick locks or pockets or disable traps, roll+DEX. • On a 10+, you do it, no problem. • On a 7-9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

- Poisoner**  
You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target, they can even be used on the blade of a weapon.

- Backstab**  
When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. • On a 10+, choose two. • On a 7-9, choose one:
  - You don't get into melee with them
  - You deal your damage+1d6
  - You create an advantage, +1 forward to you or an ally acting on it
  - Reduce their armor by 1 until they repair it

- **Oil of Tagit:** (applied) The target falls into a light sleep.
- **Bloodweed:** (touch) The target deals -1d4 damage ongoing until cured.
- **Goldenroot:** (applied) The target treats the next creature they see as a trusted ally, until proved otherwise.
- **Serpent's Tears:** (touch) Anyone dealing damage to the target rolls twice and takes the better result.

## RACE

- Halfling**  
When you attack with a ranged weapon, deal +2 damage.
- Human**  
You are a professional. When you Spout Lore or Discern Realities about criminal activities, take +1.









# THE WIZARD



NAME \_\_\_\_\_

LEVEL    XP \_\_\_\_\_

ELF: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr

HUMAN: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri

## LOOK

Choose one for each, or write your own:

BODY: Pudgy, creepy, thin \_\_\_\_\_

EYES: Haunted, sharp, crazy \_\_\_\_\_

HAIR: Styled, wild, pointed hat \_\_\_\_\_

ROBES: Worn, stylish, strange \_\_\_\_\_

## ARMOR



## HIT POINTS



Max (4+Constitution) Current \_\_\_\_\_

## DAMAGE



## ALIGNMENT

- Good**  
Use magic to directly aid another
- Neutral**  
Discover something about a magical mystery.
- Evil**  
Use magic to cause terror and fear.
- \_\_\_\_\_

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

**Strength**

STR Weak -1

**Dexterity**

DEX Shaky -1

**Constitution**

CON Sick -1

**Intelligence**

INT Stunned -1

**Wisdom**

WIS Confused -1

**Charisma**

CHA Scarred -1

## BONDS

Fill in at least one with the name of a companion, or write your own.

\_\_\_\_\_ will play an important role in the events to come. I have foreseen it!

\_\_\_\_\_ is keeping an important secret from me.

\_\_\_\_\_ is woefully misinformed about the world; I will teach them all that I can.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## STARTING MOVES

**Cast A Spell (INT)**

When you **release a spell you've prepared**, roll+INT. • On a 10+ the the spell is successfully cast and you may cast the spell again later. • On a 7-9 the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast; take -1 ongoing to cast a spell until the next time you Prepare Spells.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

**Prepare Spells**

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

- Lose any spells you already prepared
- Prepare new spells chosen from your spellbook whose total levels don't exceed your own level +1
- Prepare your cantrips which never count against your limit

**Spellbook**

You have mastered several spells and inscribed them in your spellbook. You start out with three first level spells, as well as all your cantrips. Whenever you gain a level, you inscribe a new spell of your level or lower. Your spellbook is 1 weight.

**Spell Defense**

You may end any ongoing spell immediately and use the energy of its dissipation to deflect an oncoming attack. The spell ends and you subtract its level from the damage done to you.

**Ritual**

When you **draw on a place of power** to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must \_\_\_\_\_
- You'll need help from \_\_\_\_\_
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from \_\_\_\_\_
- You'll have to disenchant \_\_\_\_\_ to do it

## RACE

- Elf**  
Magic is as natural as breath to you. Detect Magic is a cantrip for you.
- Human**  
Choose one cleric spell. You can cast it as if it was a wizard spell
- \_\_\_\_\_





# WIZARD SPELLS



## CANTRIPS

You prepare all of your cantrips every time you *Prepare Spells* without having to select them or count them toward your allotment of spells.

**Light**  
*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.

**Unseen Servant**  
*Cantrip*

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

**Prestidigitation**  
*Cantrip*

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

## FIRST LEVEL SPELLS

**Contact Spirits**  
*1st Level Summoning*

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

**Detect Magic**  
*1st Level Divination*

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

**Magic Missile**  
*1st Level Evocation*

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

**Charm Person**  
*1st Level Enchantment (ongoing)*

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.

**Invisibility**  
*1st Level Illusion (ongoing)*

Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't cast a spell.

**Telepathy**  
*1st Level Divination (ongoing)*

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

**Alarm**  
*1st Level*

Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

## THIRD LEVEL SPELLS

**Dispel magic**  
*3rd Level*

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.

**Visions Through Time**  
*3rd Level Divination*

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

**Fireball**  
*3rd Level Evocation*

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor.

**Mimic**  
*3rd Level (ongoing)*

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

**Mirror Image**  
*3rd Level Illusion*

You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

**Sleep**  
*3rd Level Enchantment*

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.

## FIFTH LEVEL SPELLS



### Cage

*5th Level Evocation (ongoing)*

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.



### Contact Other Plane

*5th Level Divination*

You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.



### Summon Monster

*5th Level Summoning (ongoing)*

A monster 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 1d6 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d8 damage
- Its bond to your plane is strong: +2 HP for each level you have
- It has some useful adaptation

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.



### Polymorph

*5th Level Enchantment*

Your touch reshapes a creature entirely, they stay in the form you craft until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature's mind will be altered as well
- The form has an unintended benefit or weakness

## SEVENTH LEVEL SPELLS



### Contingency

*7th Level Evocation*

Choose a 5th level or lower spell you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.



### True Seeing

*7th Level Divination (ongoing)*

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.



### Shadow Walk

*7th Level Illusion*

The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.



### Cloudkill

*7th Level Summoning (ongoing)*

A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.



### Dominate

*7th Level Enchantment (ongoing)*

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:

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

## NINTH LEVEL SPELLS



### Alert

*9th Level Divination*

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.



### Soul Gem

*9th Level*

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.



### Shelter

*9th Level Evocation (ongoing)*

You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.



### Perfect Summons

*9th Level Summoning*

You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.



### Antipathy

*9th Level Enchantment (ongoing)*

Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.





“Portray a fantastic world, fill the characters’ lives with adventure, and play to find out what happens.”

## PRINCIPLES

- Draw Maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions and use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think offscreen, too

## GM MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class’ abilities
- Show a downside to their class, race, or equipment
- Offer an opportunity, with or without cost
- Put someone in a spot
- Tell them the requirements or consequences and ask

## DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

## MONSTERS

### What is it known to do?

Write a Monster Move describing what it does.

### What does it want that causes problems for others?

This is its Instinct. Write it as an intended action.

### How does it usually hunt or fight?

- In large groups: Horde, D6 damage, 3 HP
- In small groups, about 2-5: Group, D8 damage, 6 HP
- All by its lonesome: Solitary, D10 damage, 12 HP

### How big is it?

- Smaller than a house cat: Tiny, Hand, -2 damage
- Halfling-esque: Small, Close
- About human size: Close
- As big as a cart: Large, Close, Reach, +4 HP, +1 damage
- Much larger than a cart: Huge, reach, +8 HP, +3 damage

### What is its most important defense?

- Cloth or flesh: 0 Armor
- Leathers or thick hide: 1 Armor
- Mail or scales: 2 Armor
- Plate or bone: 3 Armor
- Permanent magical protection: 4 Armor, Magical

### What is it known for?

(Choose all that apply)

- Unrelenting strength: +2 damage, Forceful
- Skill in offense: Roll damage twice and take the better roll
- Skill in defense: +1 Armor
- Deft strikes: +1 Piercing
- Uncanny endurance: +4 HP
- Deceit and trickery: Stealthy, write a move about dirty tricks
- A useful adaptation like being amphibious or having wings: add a special quality for the adaptation
- The favor of the gods: Divine, +2 damage or +2 HP or both (your call)
- Spells and magic: Magical, write a move about its spells.

### What is its most common form of attack?

Note it along with the creature’s damage.

Common answers include: a type of weapon, claws, a specific spell. Then answer these questions about it:

- Its armaments are vicious and obvious: +2 damage
- It lets the monster keep others at bay: reach
- Its armaments are small and weak: reduce its damage die size by one
- Its armaments can slice or pierce metal: Messy, +1 piercing or +3 piercing if it can just tear metal apart
- Armor doesn’t help with the damage it deals (due to magic, size, etc.): ignores Armor
- It usually attacks at range (with arrows, spells, or other projectiles): Near or Far or both (your call)

### Which of these describe it?

(Choose all that apply)

- It isn’t dangerous because of the wounds it inflicts, but for other reasons: Devious, reduce its damage die size by one, write a move about why it’s dangerous
- It organizes into larger groups that it can call on for support: Organized, write a move about calling on others for help
- It’s as smart as a human or thereabouts: Intelligent
- It actively defends itself with a shield or similar: Cautious, +1 Armor
- It collects trinkets that humans would consider valuable (gold, gems, secrets): Hoarder
- It’s from beyond this world: Planar, write a move about using its otherworldly knowledge and power
- It’s kept alive by something beyond simple biology: +4 HP
- It was made by someone: Construct, give it a special quality or two about its construction or purpose
- Its appearance is disturbing, terrible, or horrible: Terrifying, write a special quality about why it’s so horrendous
- It doesn’t have organs or discernable anatomy: Amorphous, +1 Armor, +3 HP
- It (or its species) is ancient - older than man, elves, and dwarves: increase its damage die size by one
- It abhors violence: roll damage twice and take the worse result

NAME

Campaign  Adventure

Description:



CAST

STAKES

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_

GRIM PORTENTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

GRIM PORTENTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_

GRIM PORTENTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

GRIM PORTENTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

FRONTS



NAME

Campaign

Adventure

Description:

CAST

STAKES

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

GRIM PORTENTS

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

GRIM PORTENTS

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

GRIM PORTENTS

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

GRIM PORTENTS

# FRONTS



NAME

Campaign  Adventure

Description:



CAST

STAKES

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_

GRIM PORTENTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_

GRIM PORTENTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_

GRIM PORTENTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

DANGER

TYPE: \_\_\_\_\_

IMPENDING DOOM: \_\_\_\_\_

GRIM PORTENTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

FRONTS