

MOVE TRIGGERS

After you describe what you do in the narrative, you can look here to quickly check if any moves are triggered. These are the moves that every adventurer can do, but don't forget about playbook moves that only some characters can do.

ADVENTURE MOVES

The most commonly used during regular play.

When you act despite an imminent threat or obstacle, you **Defy**.

When you openly fight an enemy up close, you **Engage**.

When you attack a clear target from afar, you **Let Fly**.

When you consider what you know about a subject, you **Ponder**.

When you closely investigate a charged situation, you **Examine**.

When you study someone during an intimate or prying conversation with them, you **Scrutinize**.

When you use favor, payment, promises, or threats to get someone to do something, you **Compel**.

When you assist one of your companions in an act, you **Cooperate**.

When you put all of your effort into one act, you **Push Yourself**.

When you spend time resting as a group, you **Settle In**.

PERIPHERAL MOVES

Used less frequently but still important to the game.

At the end of each session, follow the **End of Session**.

When you mark your last condition (other than Armor), or when your life is otherwise untenable, you **Crumble**.

When you have a change of heart, you experience an **Epiphany**.

When you have 5 or more XP after Settling In, you **Level Up**.

When you venture out from safety in lengthy pursuit of a quarry, you **Track Down**.

When you declare you know an NPC who could help and go looking for them, you **Connect**.

When you Examine by gathering rumors and information from others, you may **Ask Around**.

When you Compel someone open to bribes, you may **Compensate**.

When you return after being away for a session or more, and explain your absence, you **Rejoin**.

CHASE MOVES

For starting and resolving a chase scene.

When you enter a chase, either in pursuit or escape, you **Start the Chase**.

When you try to get ahead in a chase, you **Gain the Edge**.

When any side in a chase has 3 or more Edge, then **It's Over**.

When you navigate an imminent environmental danger as a chase, then it's an **Avalanche**.

FAVOR MOVES

Managing the Favor you have for others and they have for you.

When you accomplish a significant task for someone, you **Gratify**.

When you act against someone you Favor or deny their request, you **Refuse**.

When you insult, injure, or disappoint someone who Favors you, you **Antagonize**.

When you would Favor someone you already Favor, you **Appease**.

FOLLOWER MOVES

For NPCs that join and help you in your adventure.

When your Follower does a dangerous task alone, they **Endeavor**.

When you call on your Follower to help you with a task, they **Assist**.

When you order your Follower to do something contrary to their instincts, want or costs, you **Command**.

ADVENTURE MOVES

DEFY

When you act despite an imminent threat or obstacle, say how you do it. Then roll...

- +STR if you endure or power through it.
- +DEX if you act with speed or finesse.
- +INT if you employ quick or out-of-the-box thinking.
- +WIS if you rely on mental fortitude or sharp senses.
- +CHA if you use charm, intrigue, or social grace.

On a 10+ the threat doesn't come to bear.

On a 7-9 it only abates if you make a costly sacrifice or ugly choice, the GM will tell you what.

ENGAGE

When you openly fight an enemy up close, roll+STR.

On a 7-9 you and your enemy trade blows, usually inflicting a condition on each other.

On a 10+ you trade blows, but choose one:

- Avoid or withstand their attack
- Inflict an extra condition
- Take something from them

LET FLY

When you attack a clear target from afar, roll+DEX.

On a 10+ your clean hit inflicts a condition.

On a 7-9 you inflict a condition but are either put in a dangerous position or gain Disadvantage Forward, your choice.

PONDER

When you consider what you know about a subject, ask the GM one question about it, say how you might know the answer, and roll+INT.

On a 10+ the GM will tell you the detailed, useful truth.

On a 7-9 they will tell you a vague, twisted, or incomplete truth.

You and your allies have Advantage when first acting on this information.

Here are some example questions:

- *Where is _____ located?*
- *What could have caused _____?*
- *What might be the best way to _____?*
- *What have I heard or read about this person/creature?*

EXAMINE

When you closely investigate a charged situation, ask the GM one question about it and roll+WIS.

On a 10+ the GM answers your question and related followup questions truthfully.

On a 7-9 the GM answers your question truthfully.

You and your allies roll with Advantage when first acting on this information.

Here are some example questions:

- *Who/what else is hidden?*
- *How can I gain the upper hand?*
- *What would happen here if I _____?*
- *Who is really in control here?*

SCRUTINIZE

When you study someone during an intimate or prying conversation with them, roll+WIS.

On a 10+ gain 2 Insight. On a 7-9 gain 1 Insight.

Gain +1 Insight if they Favor you, even on a 6-.

During this conversation you can spend Insight 1-for-1 to ask their player (including the GM) any question about this person's thoughts, feelings, or motivations and they must answer truthfully.

Here are some example questions:

- *How might I get you to _____?*
- *How do you feel about _____?*
- *How can I gain your Favor?*
- *What is your goal?*

COMPEL

When you use favor, payment, promises, or threats to get someone to do something, say what you want them to do (or not to do) and roll+CHA. If they Favor you, you may use up their Favor to gain Advantage on the roll.

If they are an NPC, on a 10+ they'll do what you want. On a 7-9 they'll only do it if you do something for them in return or Favor them afterwards, the GM will say which.

If they are a PC, on a 10+ both below occur, on a 7-9 choose one below, and on a 6- they instead can immediately ask you two questions as if they Scrutinized you.

- If they do it, you will Favor them.
- If they don't do it, they have Disadvantage Forward and you no longer Favor them.

COOPERATE

When you assist one of your companions in an act, you grant them Advantage to any rolls made as part of it, but you are both fully affected by any costs or consequences.

Multiple people can Cooperate with the same person at once, that person simply gains additional Advantage per person. You can Cooperate before a Move's roll is made, but not after.

PUSH YOURSELF

When you put all of your effort into one act, roll with Advantage. Then after the roll, you take a condition from the strain, which ignores Armor.

SETTLE IN

When you spend time resting as group, whether it's taking a short break, sleeping overnight, or relaxing for weeks, the GM advances the Ominous Forces. Then, if anyone has 5 or more XP, they Level Up. If you have enough XP, you can Level Up multiple times at once.

When you've finished resting and resume adventuring, remove all your conditions and refresh your Armor.

PERIPHERAL MOVES

END OF SESSION

At the end of each session, answer the following questions as a group:

- Did we discover something new and important about the world or characters?
- Did we newly visit or significantly alter a memorable location?
- Did we overcome a notable obstacle, enemy, or challenge?

For each “yes” answer, everyone marks 1 XP.

Lastly, gain 1 XP if you accomplished your Drive.

CRUMBLE

When you mark your last condition (other than Armor), your life is untenable.

When your life is untenable, from conditions or otherwise, you're out of the action for a while. Say how and choose one from the list below:

- Lock a condition of your choice. It can't be removed except through a Level Up. You still gain XP from rolling with it.
- Change to a new Playbook (see Page 81)
- Die

If you're not dead, remove all conditions that aren't Locked. The GM will advance the Ominous Forces and say when you're back in the action.

EPIPHANY

When you have a change of heart, say what is behind it and write a new Drive.

LEVEL UP

When you have 5 or more XP after Settling In, reduce your XP by 5, increase your Level by 1, and choose one benefit below:

You can always take these options:

- Increase a stat of your choice from +0 to +1.
- Take an Advanced Move from your playbook.
- Acquire an Asset (see Page 26).
- Remove a Locked condition. (see Crumble above).
- Change Playbooks (see Page 81).

You can take these options only once each:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another playbook.
- Take a Starting or Advanced Move from another playbook.

Once you reach Level 10 you can also always take these options:

- Take an Advanced Move (Level 10+) from your playbook.
- Increase a stat of your choice from +2 to +3.
- Retire to safety and cease your adventuring.

TRACK DOWN

When you venture out from safety in lengthy pursuit of a quarry, roll+Nothing, with Advantage if you already know your quarry's location.

On a 10+ choose one.

On a 7-9 choose two.

On a 6- all three.

- You are exhausted or distracted. All traveling PCs take a condition from fatigue.
- You are noticed, by your quarry or by someone else, and they act accordingly.
- You are impeded. A significant obstacle stands between you and your quarry.

CONNECT

When you declare you know an NPC who could help and go looking for them, roll+CHA. If you also declare that you Favor them, gain Advantage on the roll.

On a 10+ you easily find them and they're willing to help.

On a 7-9 they might help you, but the GM will choose one:

- They have a grudge against you or aren't entirely willing to trust you.
- They're already caught up in some trouble.
- They're far off, hiding, trapped, or hard to find.

ASK AROUND

When you Examine by gathering rumors and information from others, you may spend 1 Wealth to roll with Advantage.

COMPENSATE

When you Compel someone open to bribes, offering 1 Wealth gives you Advantage, and offering 2 Wealth lets you automatically succeed as if you had rolled a 10+.

REJOIN

When you return after being away for a session or more, and explain your absence, say what happened and roll ...

- +STR if you fought an enemy or escaped captivity.
- +DEX if you did something covert or illicit.
- +INT if you learned obscure or ancient knowledge, or invented something.
- +WIS if you discovered a scandalous secret, went on a long journey or retreat, or had a spiritual encounter.
- +CHA if you made an ally, integrated with a group or culture, or bought something interesting.

On a 10+ your adventure was prosperous - gain Advantage Forward and 2 XP.

On a 7-9 your adventure was eventful - gain 2 XP, but the GM will tell you one or two unintended consequences.

On a 6- your adventure was perilous - gain 1 XP and the GM will say what trouble has followed you back to the entire group.

CHASE MOVES

START THE CHASE

When you enter a chase, either in pursuit or escape, you and your adversary form separate 'sides' that both start with 0 Edge. A chase usually has two sides, the chaser(s) and the chased, but there may be more.

When you Cooperate in a chase:

- If you are not part of the chase, you must join a side of it, and are involved in that side's Edge, conclusion and consequences.
- If you are already part of the chase, you must Push Yourself to Cooperate.

GAIN THE EDGE

When you try to get ahead in a chase, say how much Edge you risk (1 to 3), and roll...

- +STR if you create or destroy obstacles.
- +DEX if you sprint, hide or maneuver.
- +INT if you distract or misdirect.
- +WIS if you watch or listen.
- +CHA if you disguise or provoke.

On a 10+ your side gains that Edge.

On a 7-9 your side and an opposing side both gain that Edge. If there are multiple opposing sides, you choose which one gains it.

On a 6- an opposing side gains that Edge, the GM will say which.

Then, unless a side has 3 or more Edge, the chase continues and the GM describes what happens next.

IT'S OVER

When any side in a chase has 3 or more Edge, the chase comes to an end. Whoever has the most Edge succeeds in escaping or catching their quarry. If multiple sides tie for the most Edge, the side with the most PCs wins (just barely). If that is also tied, then the PC that last Gained the Edge chooses one side to win, with the other tying sides gaining +1 Edge for the purposes of spending it below.

Losing sides can spend their Edge 1-for-1 to:

- Learn something about another party (where they will go, who leads them, how to escape them now, etc.)
- Have the chase end somewhere advantageous for them (reinforcements, a trap or lair, an intervening third party, etc.)
- Grant Advantage Forward to all PCs on their side.
- Inflict Disadvantage Forward on all PCs on an opposing side.

AVALANCHE

When you navigate an imminent environmental danger (ongoing trap, rockslide, wildfire, etc.), use the Chase Moves as normal but with the following changes:

- When you Gain the Edge using knowledge or out-of-the-box thinking, roll+INT.
- If the environment's side loses the chase, it may not spend Edge to Learn something of another side, but may spend Edge to inflict 1 Condition on all characters on another side, including PCs.
- Every PC on the losing side Crumbles.

FAVOR MOVES

WHAT IS FAVOR?

Favor represents feelings of gratitude, honor, responsibility, or debt between a PC and another character (PC or NPC). A character who Favors another will feel inclined to act in their interest, even if just to pay off a perceived debt.

When you Favor someone, or someone Favors you, note down their name and the details behind the Favor. Two people can mutually Favor each other, and you can Favor as many different people as you'd like.

While someone Favors you, they might treat you especially kindly, make you feel appreciated, act in your stead, or similar.

Gaining Favor: The most common way to gain someone's Favor is by accomplishing a significant task for them, triggering the Gratify Move below. The significance of this task is judged by the character it's done for, not the one doing it. One person might Favor you for the encouraging words you said when they needed to hear them, while another may demand you deal with a threat plaguing the area. GM's should consider an NPC's Want when judging if an accomplished task would gain their Favor.

Losing Favor: If you mistreat someone who Favors you, they no longer do so. Just like with gaining Favor, what this entails is also up to the character who is Favoring you.

Favoring Others: You decide how you treat those you Favor, how you express it and what it means. Every character will have limits on how far they will go for someone they Favor.

GRATIFY

When you accomplish a significant task for someone, choose two if you Favor them, or one if you don't:

- Gain 1 XP
- You no longer Favor them
- They Favor you
- You get to ask them two questions as if you Scrutinized them

REFUSE

When you act against someone you Favor or deny their request, roll+Nothing.

On a 10+ choose one.

On a 7-9 choose two.

On a 6- all three.

- Someone else no longer Favors you, the GM will say who.
- It will cost you or come back to bite you - the GM will say how now or when it's revealed.
- You have Disadvantage Forward against them.

ANTAGONIZE

When you insult, injure, or disappoint someone who Favors you, they no longer do.

APPEASE

When you would Favor someone you already Favor, choose one instead:

- Heal them of one condition; describe how you do so.
- Gain Advantage Forward to aid them or accomplish something for them.

FOLLOWERS

CREATING A FOLLOWER

Name and describe your follower, working with the GM and other players to detail it. Then choose one or two Qualities that they have, and the GM will tell you an equal number of Costs.

Some Followers gained through certain Advanced Moves or other unusual circumstances may have special or unique Qualities - these do not increase the Costs.

The GM will then create the Follower like any other NPC, following the NPCs section of the Game Master chapter on Page 82, and giving them a Want, Methods, Conditions, and Armor.

Finally, the GM will give them a few Descriptors, similar to Item Tags, fitting who or what they are.

EXAMPLE QUALITIES

- **Charming:** They are desirable or have a way with words. When they help you Compel someone who Favors you, you can gain the bonus from their Favor without using it up.
- **Cunning:** Clever and observant. When they help you Examine, treat a 7-9 as a 10+.
- **Educated:** They're knowledgeable about a particular subject. When they help you Ponder it, they'll also give you an additional interesting (but not necessarily useful) piece of information.
- **Healer:** When they tend to wounds with Supplies or Medicine, they can treat two patients with 1 use.
- **Meek:** They accept their lowly lot. They will agree to do degrading and unreasonable tasks without the need to Command them.
- **Organised:** They follow plans well and work well in a group. Once they agree to a plan, you don't need to Command them as long as the plan doesn't go awry.
- **Warrior:** They count as +1 Armor when they help you fight, and you don't have to Command them to fight unless the opposition is terrifying or overwhelming.

EXAMPLE COSTS

- **Assistance:** They inevitably need your help at the most inopportune moments.
- **Brutality:** They have an instinct or outright desire for savage, unnecessary violence.
- **Ego:** They want frequent and regular credit for heroics, regardless of whether or not they truly contributed.
- **Independence:** They may follow you for convenience or mutual gain, but they are not truly loyal to you.
- **Principles:** They have a code, belief, or boundary that they expect you to adhere to.
- **Riches:** They demand regular coins, gems or other valuables.
- **Safety:** They expect you to protect them from any danger, or ideally for there to be no danger at all.
- **Unstable:** They can sometimes be a danger to you, and you have to be prepared to put up with that.

EXAMPLE DESCRIPTORS

- **Ambitious:** They're openly pursuing a lofty long-term goal or dream.
- **Athletic:** Good at running, climbing, jumping, and physical maneuvering.
- **Beautiful:** Draws admiration and attention; makes an impression.
- **Blunt:** Prefers a direct, honest, straightforward approach to most things in life.
- **Cautious:** Careful and methodical; avoids acting rashly.
- **Curious:** Interested in seeing and learning about the world, sometimes dangerously so.
- **Devious:** Deceitful, treacherous, thieving.
- **Faithful:** Dedicated to a religion, belief, or cause.
- **Famous (or Infamous):** They're well-known, for good or for ill.
- **Ferocious:** Merciless, violent, and aggressive.
- **Group:** A team, gang, or mob, with all the strengths and drawbacks of greater numbers.
- **Jovial:** Always seems to be in a good mood no matter the situation.
- **Stealthy:** Avoids detection; often gets the drop on foes.
- **Stubborn:** Hard-working and willing to put up with discomfort, but tough to convince.
- **Supernatural:** Whether magical, divine, otherworldly, or something else entirely, they are far from ordinary.
- **Survivalist:** Can easily navigate and live off the land.
- **Terrifying:** Their presence and appearance invoke fear.

FOLLOWER MOVES

ENDEAVOR

When your Follower does a dangerous task alone, they do it to the best of their ability, but are taken out of the action (trapped, injured, distracted, etc.). The GM will say how.

ASSIST

When you call on your Follower to help you with a task, roll with Advantage, but they are also exposed to the costs or consequences of your Move. Then the GM will invoke one of their Costs, and the follower will be unwilling or unable to Assist you again until that cost is fulfilled.

COMMAND

When you order your Follower to do something contrary to their Costs, Want, or instincts, roll+CHA. If they Favor you, you may use up their Favor to gain Advantage on the roll.

On a 10+ they do it as well as you can expect.

On a 7-9 the GM chooses one:

- The experience endangers them - they do it but are out of the action for some time.
- They complain loudly, now or later, and demand compensation or your Favor.
- It takes them longer than expected, is done shoddily, or it will cost you later.

TAGS

GENERAL

Area: It hits or affects everything in an area.

Armor: Provides X Armor which can be used up 1-for-1 instead of taking conditions from physical harm. Usually only one source of Armor can be used or worn at a time, but if the tag has a + symbol then it can be used alongside other Armor and adds its Armor value to it.

Awkward: It's unwieldy and difficult to use properly.

Clumsy: It's so incredibly cumbersome that you have Disadvantage on DEX rolls while using it.

Dangerous: It's very unsafe; take the proper precautions when using it or the GM may freely invoke the consequences.

Distinctive: It has an obvious and unique sound, appearance, or impression when used.

Fiery: It burns, sears, and causes things to catch fire. Painfully hot to the touch.

Forceful: It inflicts powerful, crushing blows that knock targets back and down.

Heavy: It requires two hands to wield properly.

Infinite: Too many to keep count. Throw one away, and you have another one. Severe consequences might still cause them all to be lost or destroyed.

Messy: It is particularly destructive and can tear people and things apart.

Piercing: It ignores Armor.

Reload: You have to take time to reload or recharge it between uses.

Slow: It takes a while to use - at least a minute, if not more.

Unbreakable: It can't be broken or destroyed by normal means.

Uses: The amount of times you can typically use this item before it runs out or breaks.

Valuable: It's worth 1 Wealth to the right person.

Vicious: It harms foes in an especially painful, cruel, or debilitating way.

Wealth: It typically costs X Wealth to purchase. Wealth is an abstract representation of your coins, treasure, and easily tradable goods.

RANGE

These are the typical ranges that a weapon would be suited for. Someone using a weapon outside of its normal range may need to first use another Move such as Defy to do so, or may not be able to at all.

Intimate: It's useful when they're close enough to whisper in your ear.

Close: It's useful when they're a few feet away, close enough to read each other's expressions.

Near: It's useful when they're close enough to speak with, even if you have to raise your voice a bit to be heard clearly.

Far: It's useful when they're close enough to see clearly, or to hear you yell at the top of your lungs.

SERVICES AND EXPENSES

1 WEALTH

- Most standard services and expenditures
- Repair of typical damaged equipment
- Healing from a surgeon
- A week's stay at a peasant's inn
- A night of song, dance, and companionship
- A custom item from a blacksmith or other professional (in addition to its base price)
- A simple hired thug or killer
- A guide through perilous terrain
- Passage across the sea
- A standard hireling's services for a week

2 WEALTH

- Exceptional and exotic services and expenditures
- Magical healing from a priest or alchemist
- A week's stay at a noble's inn
- A small festival
- A horse or similar riding animal
- The services of a professional assassin
- A guide through dangerous, life-threatening land

3+ WEALTH

- Elite or arcane services and expenditures
- A comfortable house
- A caravan or business
- A sizable boat
- A notable treasure or magical item
- A noble title
- A week's stay in a queen's palace
- An enormous feast
- A trained and armored war mount, such as an elephant or tiger
- Creating and funding an organization

ITEMS

WEAPONS

Melee

Unarmed: Intimate

Brass Knuckles: Intimate, 1 Wealth

Dagger/Knife/Dirk: Intimate, Close, Near, 1 Wealth

Hidden Knives: Intimate, Near, Infinite, 2 Wealth

Club/Shillelagh: Close, 0 Wealth

Staff/Pike: Close, 1 Wealth

Sword/Axe/Mace: Intimate, Close, 1 Wealth

Greatsword/Glaive/Halberd: Close, Heavy, Forceful, 2 Wealth

Spiked Chain/Whip: Close, Vicious, Awkward, 1 Wealth

Rapier: Close, Piercing, 2 Wealth

Spear: Close, Near, 1 Wealth

Double-Bladed Staff: Close, Awkward, 1 Wealth

Nunchaku/Setsukon: Intimate, Close, Awkward, 1 Wealth

Ranged

Sling: Near, Awkward, Reload, 0 Wealth

Simple Bow: Near, 1 Wealth

Fine Bow: Near, Far, 2 Wealth

Crossbow: Near, Distinctive, Reload, 1 Wealth

ARMOR

Leather/Chain Mail/Gambeson: 1 Armor, 2 Wealth

Scale/Plate Armor: 2 Armor, Clumsy, 3 Wealth

Shield: +1 Armor, 1 Wealth

EQUIPMENT

Adventuring Gear - 5 Uses, 2 Wealth

A collection of useful mundane items such as chalk, poles, spikes, ropes, a frying pan, etc.

When you rummage through your adventuring gear for some useful mundane item, mark off a use and acquire what you need. You can keep the item for future use.

Bag of Books - 5 Uses, 2 Wealth

Anyone who thinks scholars are physically weak has obviously never carried a small library on their back while venturing into the depths.

When your bag of books contains just the right book for the subject you're Pondering (your choice), mark off a use to acquire the book and use it to roll with Advantage. You can keep the book for future use.

Bandolier of Vials - 5 Uses, 3 Wealth

Some problems require unusual solutions. These vials are protected from ordinary spillage and breakage, while keeping them easily accessible.

When you withdraw a vial, mark off one use and choose one type of vial below:

- Fiery - It can burst into flame.
- Acid - It can melt organic substances.
- Holy - It can cleanse corruption and undeath.
- Distinctive - It can make bright lights and loud noises.

Enchanted Arrows - 3 Uses, 2 Wealth

While adventurers are assumed to have as many ordinary arrows as they need, these arrows are exceptionally accurate and expensive.

When you Let Fly using Enchanted Arrows, on a 7-9 you may spend 1 use to treat it as a 10+.

Flask of Whiskey - 2 Uses, 1 Wealth

A dose of liquid courage has saved many an adventurer (and slain even more).

When you down a draught of whiskey, mark off a use to roll with Advantage to act boldly or face down terror.

Healing Potion - 2 Wealth

Though typically a flask or vial of thin red liquid, these potions can take many forms and flavors.

When you drink an entire Healing Potion, immediately heal 3 conditions.

Hearty Feast - 2 Wealth

A warrior can endure hell itself if there's a good meal ready afterwards.

When you share this feast with others while Settling In, every NPC who partakes Favors you, and every PC who partakes gains 1 Armor until they next Settle In or gains 1 XP, their choice.

Medicine - 2 Uses, Slow, 2 Wealth

These might be poultices to heal wounds, herbal supplements to calm nerves, or similar remedies.

When you take a few minutes to prepare and use Medicine, mark off a use and heal 2 conditions or another affliction on yourself or someone else.

Pipeleaf - 3 Uses, 2 Wealth

Pipe tobacco is typically shared among long-time friends or would-be-acquaintances.

When you offer to share pipeleaf with someone, and they accept, mark off a use and gain their Favor.

Supplies - 3 Uses, Slow, 1 Wealth

Food, water, bandages, anything that can offer relief during a moment of respite.

When you spend a few minutes using your supplies, mark off a use and heal 1 condition on yourself or another.

Trap Kit - Dangerous, Slow, 1 Wealth

A bear trap, tripwire rig, bag of caltrops or marbles, or similar.

When you spend time setting up your trap kit in advance, it becomes a dangerous, impeding hazard for anyone that enters its range.

POISONS

Oil of Taggit - Dangerous, 2 Wealth.

Must be consumed. The target falls into a light sleep.

Bloodweed - Dangerous, 2 Wealth.

Requires contact. Until they are cured, the first time the target would hurt someone each scene, they inflict no conditions.

Goldenroot - Dangerous, 2 Wealth.

Must be consumed. The target treats the next person they see as a trusted ally, until proved otherwise.

Serpent's Tears - Dangerous, 3 Wealth

Requires contact. The target takes 1 extra condition when hurt until they are cured.

REWARDS

When the PCs encounter unexpected treasure, the GM can generate it by rolling a number of d6 on the Loot table based on following:

- 1d6 as a baseline for all treasure
- +1d6 if it was cleverly hidden, fiercely guarded, or severely costly
- +1d6 if it is connected to an Ominous Force

After rolling on the Loot table, you can then roll again on each result's corresponding table to get further details. Alternatively, you can choose each result instead of rolling. Each d6 is a separate result that adds to the total treasure found.

LOOT

1. Goods Worth 1 Wealth
2. Piece of Equipment
3. Goods or Riches Worth 2 Wealth
4. Notable Find
5. Riches Worth 3 Wealth
6. Notable Find & Piece of Equipment

GOODS

1. Raw Food (Flour, Potatoes, Beans)
2. Farm Animals (Sheep, Cattle, Chickens)
3. Cloth Bolts (Silk, Velvet, Lace, Satin)
4. Building Materials (Wood, Stone, Tools)
5. Metals (Ingots, Parts, Bronzeware)
6. Spices (Salt, Ginger, Saffron, Cinnamon)

EQUIPMENT

1. Supplies or Medicine
2. Adventuring Gear or a Bag of Books
3. Weapon or Armor
4. Flask of Whiskey or Dose of Poison
5. Trap Kit or Pipeleaf
6. Healing Potion or Enchanted Arrows

RICHES

1. Glittering Gemstones
2. Pristine Artwork
3. Precious Metal Ingots
4. Heavy Sack of Coins
5. Elegant Jewelry
6. Extravagant Garments

NOTABLE FINDS

1. Relic From An Ancient Civilization
2. Deed to a Perilous or Cursed Property
3. Key to Lost or Guarded Treasure
4. Invitation to an Upcoming Celebration
5. Coded Missive of a Secret or Leverage
6. Mysterious Egg

ASSETS

Apprentice

Perhaps a plucky sibling following behind you, an orphan kid you caught picking your pocket, or a former enemy seeking redemption.

An Apprentice is a yet-to-be player character. Create them as a normal PC with the following changes:

- They don't start with a Background.
- The Equipment, Ask, Answer, and Favor sections may be ignored.
- Choose one Starting Move from their Playbook; they only start with access to that Move. Clearly linked Moves count as a single choice (e.g. Druid's Shapeshift and Resist Instinct, the Immolator's Firebrand and Unleash Flames, or the Paladin's Devout Virtues and Chains of Faith).
- Their stats are +1, +0, +0, +0, -1, in any order you set, and they start at Level 1.

When you would Level Up, you may have your Apprentice Level Up instead of other choices. Spend XP, increase their Level by 1, and give them another Starting Move from their Playbook.

When you retire, die, or otherwise stop adventuring, you can choose to have your Apprentice take your place. Their stats increase to that of a fully fledged Adventurer (+2, +1, +1, 0, -1) and they gain Level Up benefits equal to their current Level minus one.

For example if they were a Level 3 Apprentice they become a Level 3 PC, gaining two Level Up benefits.

Assistant

A faithful butler, snide secretary, or reluctant-yet-helpful family member supports you. They don't normally go where you go, but instead work offscreen to accomplish your goals in other locations.

Assistants don't have stats or conditions, but they do have two Skills that they use to support you. Example Skills include: Hospitality, Martial Arts, Cooking, Socializing, Stealth, Research, First Aid, Investment Management, Forgery.

Once per session, when you retroactively declare that your Assistant has been working on something for you, say what they were working on, then roll with no stat, but with a +1 bonus for each relevant Skill.

On a 10+ they accomplished a minor task or made good progress on a larger task.

On a 7-9 they accomplished something but choose one:

- They didn't accomplish as much as you intended.
- Their actions attracted trouble or unwanted attention towards you.
- They are exhausted, on leave, or unreachable, and won't be available next session.

Artificer

You have the tools and expertise of a specific craft, and know how to create mundane items.

Example crafts: Artwork, Carpentry, Cooking, Glassblowing, Masonry, Smithing, Weaving.

When you want to use your expertise to create a significant item, say what it is and which of the features below apply to it:

- It is Valuable
- It is a useful tool or weapon
- It is rare, exotic, or uses unusual materials
- It must be made especially quickly

For each feature, the GM will say one of the following:

- First you have to acquire, build, or fix something specific.
- You'll need X to help you with it.
- It's going to cost X Wealth in materials.
- You need to destroy or consume a specific item.
- The creation process is dangerous for you or your allies.

Complicated Past

You have a complex history; take an additional Background of your choice from your Playbook. You gain its equipment and abilities and can choose to overwrite your current Drive with its starting Drive. If your Backgrounds ever conflict (such as multiple Wizard Backgrounds) choose which one applies when you gain this asset.

Connections

Be it amongst street urchins, traveling merchants, or wealthy nobles, you know people and people know you.

When you spread the word about something unusual you want or need, roll+CHA.

On a 10+ someone has it, just for you.

On a 7-9 you'll have to settle for something close, or it comes with strings attached, your choice.

Familiarity

You have intimate closeness and knowledge with a place, or perhaps a person.

When you Examine or Scrutinize something you're familiar with, roll with Advantage.

Follower

You have a trusted companion - humanoid, beast, or monster - that travels with you. See Followers on Page 20.

Friend

You've gained someone's trust, perhaps through shared sorrow, heroic assistance, or a joint cause.

Name an existing non-hostile NPC or create a new one. They now Favor you.

When you Gratify your Friend, make an additional choice. See Page 19 for more details.

Hideout

You have a safe haven that you call your own - a decrepit library, rooftop hideout, abandoned keep, or similar.

Describe your hideout's appearance and location, then choose 2 features:

- Carefully hidden from prying eyes
- Traps and secret passageways
- Secured walls, windows, and doors
- A stockpile of food and water (5 Uses of Supplies)
- A workshop and tools
- A library of old books and tomes
- A stash of miscellaneous equipment (5 Uses of Adventuring Gear)
- A handful of attendants or associates.
- Comfortable sleeping quarters for several people
- A vault or safe for secure storage

When you Level Up, you may choose to add two more features to your hideout instead of another benefit.

Home

You have a true retreat, a place you can go back to when things get tough. Perhaps there are people waiting there who care about you, or perhaps you are safely alone and away from it all.

When you Settle In at home, you and those with you gain +1 Armor against anything.

Investment

You have a business or some other reliable source of income.

At the start of each session, gain 1 Wealth.

Mount or Vehicle

You have an animal, vehicle, vessel, or other tool that makes it easier to carry heavy loads great distances, or traverse unusual terrain. What is it?

Organization

You have a membership with a guild, clan, organized religion, or similar faction. This membership will often grant you access to items, people, services, and locations that would normally be off-limits.

When you Connect with a fellow member of your organization, you may choose to Favor them to gain Advantage on your roll.

Reputation

Rumors and stories about you pervade the land, for good and for ill. Tell the group what you might have done to contribute to this.

Fame and infamy are a double-edged sword; you can never predict how people might react to you, but those who deeply respect your reputation also Favor you.

When you meet someone for the first time who's heard of you (your call), tell the group something they've heard. Then the GM will add something else they've heard.

Signature Weapon

You have a weapon or other piece of equipment that stands apart from all others. Work with the GM to create it.

First choose the most appropriate base for your weapon:

- Small and personal: Intimate
- Medium and handy: Close
- Large: Close, Heavy, Forceful
- Ranged: Near, Reload, maybe Distinctive

Then choose two enhancements it has:

- It ignores Armor
- It provides you with +1 Armor
- It is Unbreakable
- It has an extra Range tag
- It's Messy
- It's Vicious
- It's not Heavy
- It loses Reload or Distinctive
- It glows when near something (elves, blood, secrets, murderous intent, etc.)

Title

You have been granted a title as a member of nobility, as a distinguished knight, or as another esteemed role in society.

Once per session, when you bring up your title to someone who respects it, they now Favor you.

GM PRINCIPLES AND MOVES

PRINCIPLES

- Encourage Exciting Risks
- Portray a Lively World
- Think Dangerously
- Leave Things Open
- Ask, Then Gloss Over the Boring Stuff

MOVES

- Hit the Ground Running
- Inflict Conditions
- Throw Them Around
- Change the Environment
- Foreshadow an Ominous Force
- Set Up an Immediate Danger
- Make Them Choose
- Take Something Away
- Have It Backfire
- Sometimes, Give Them What They Want
- Introduce Something New
- Slow Down for a Bit
- Ask Them

PLAY ORDER

START - GM Makes a Move.

Hard or Soft, following your GM Principles, to set up the situation.

Usually end with 'What Do You Do?'

Player(s) describe their response.

What does it look like when they act?

Is a Move triggered?

If so, follow the Move. If not, go back to the start.

Is a roll involved?

If not, follow the Move, then go back to the start. If so, roll what the Move says.

Freely remind the PCs they can Cooperate and/or Push Themselves.

If the stat rolled has a condition, they have Disadvantage on the roll but gain 1 XP.

Was a 10+ Rolled?

Follow what the Move says happens.

Was a 7-9 Rolled?

Follow what the Move says happens.

Enact choices or consequences shaped by the Move, usually a Soft Move.

Was a 6- Rolled?

If the Move says what happens, follow that.

If it says 'In addition to what the GM says', or doesn't say anything, then the GM makes a Hard Move.

Was a condition inflicted?

The PC chooses what stat the condition is applied to, and they describe how it manifests.

Armor from worn items can absorb conditions from physical harm, as long as the harm isn't Piercing.

Some PCs might have a Move or ability that provides Armor against other specific sources of conditions.

If all conditions become marked on a PC, they Crumble.

Return to the start.

PLAYBOOK GM MOVES

Barbarian

- Offer a tempting opportunity to fulfill an appetite, usually with a cost or consequence
- Have an NPC treat them differently from others due to being an outsider
- Present an opportunity to go all out and rampage

Bard

- Present a potential audience for their art
- Have an NPC recognize them, for better or for worse
- Offer an opportunity to Speak Softly with someone interesting or dangerous

Cleric

- Introduce something related to their deity's domains, such as an environment they control or an enemy they oppose
- Have a friend or foe seek their aid or advice
- Give them an opportunity to Atone or Invoke a Miracle

Druid

- Introduce a spirit or creature of the wild in need
- Tempt their Instinct if they're in an animal form, usually towards trouble
- Offer an opportunity to Commune with the spirits

Fighter

- Offer them an opportunity to Demolish something important
- Have an NPC notice their prowess and try to challenge, hire, or manipulate them
- Give them an opportunity to scare or intimidate someone, perhaps with later consequences

Immolator

- Have their fire burn something valuable, to them or to another
- Offer an opportunity for an intimate or enchanting moment with someone important
- Demand further sacrifice

Paladin

- Endanger the helpless in their presence
- Test their commitment to their Virtues
- Introduce a corrupt or rival authority

Ranger

- Give them a fleeing or hidden quarry to Track Down
- Introduce a bizarre new natural environment
- Offer an opportunity to set up a trap or ambush

Thief

- Tempt them with riskily acquired Wealth
- Introduce the authorities that hunt them
- Offer an opportunity to trick, poison, or steal

Wizard

- Introduce a magical threat or mystery
- Offer a costly or dangerous place of great magical power
- Have an NPC fear or admire their powers

NPCs

CREATING NPCs

What are they called?

This could be a name, title, creature type, or similar. If you're not sure then come back to this later, or ask the PCs.

How would one summarize them?

This freeform description is usually one or two sentences and could include appearance, behavior, history, or more.

What do they want?

What is their instinct, drive, ideal or longing? This is the core that drives them, and will inform how they act in the moment. Write this down by starting with 'Wants...'

What notable things can they do?

These will be referred to as their Methods. Write them down in a list, usually 2-4. Some Methods might help an NPC pursue their Want, but others may be unrelated.

Are they a capable combatant?

If so, then they have 3C and you continue creating them. If not, they usually have 1C and you're done creating them.

How tough are they?

Choose any that apply:

- Primarily fight in a Group (3-6 members):
-1C alone, +2C in a group
- Primarily fight in a Horde (7-20 members):
-2C alone, +1C in a Group, +3C in a Horde
- Particularly tough in a fight: +1C
- Central to an Ominous Force: +1C

How dangerous are they?

Note how they fight and choose which apply:

- Can tear or bypass armor: Piercing
- Are especially deadly: +1C Inflicted. Write it down as *Inflicts 2C*.
- Can hurt several targets at once: Area
- Have unrelenting strength: Forceful
- Can easily tear things apart: Messy
- Loud or especially noticeable: Distinctive
- They fight in a unique way: another Tag that seems appropriate

How well-protected are they?

Choose which best applies:

- Cloth, Flesh, Fur: 0 Armor
- Scales, Leathers, Chain Mail: 1 Armor
- Plate, Bone, Stone: 2 Armor

Choose if this applies:

- Special defensive skills, magic, or traits: +1 Armor

EXAMPLE WANTS

- Wants revenge no matter the cost
- Wants money, and lots of it
- Wants true freedom
- Wants to fight for the clan
- Wants a glorious death
- Wants to take to the skies
- Wants to rebuild a broken relationship
- Wants to spread the word of their god
- Wants to learn more about the world
- Wants to destroy all magic

EXAMPLE METHODS

- Take a hostage
- Leave a trail of destruction
- Summon unearthly horrors
- Set things ablaze
- Teleport short distances
- Change appearances
- Offer a blessing, with great cost
- Spring a trap or plan
- Devour metal
- Enchant someone via touch
- Dive from the skies
- Hide in unexpected places
- Burrow to safety
- Possess the weak-minded
- Make a binding deal
- Lunge with terrifying speed
- Inflict poison or disease
- Walk in the dreams of another
- Recruit or embed a spy

GROUPS AND HORDES

Several similar NPCs can be tracked together. When fighting a group of creatures, instead of tracking each one individually, treat the whole group as a single stronger monster. When multiple NPCs fight together, treat them as one NPC using Group or Horde toughness (see NPC Creation).

When a group of different NPCs fight together, count the highest traits among them (Conditions, Armor, Tags, etc.) as the group's stat.

When several creatures all hurt the same target together, they inflict +1 (group) or +2 (horde) conditions.

ASK + ANSWER + LEADING QUESTIONS

BARBARIAN

Ask

- Who here shares one of my appetites?
- Who here do I see as untrustworthy or dangerous?
- Who here is interested in my homeland?

Answer

- What do you carry from your homeland and why?
- What great trial or wound have you endured?
- What friend or enemy is also from your homeland?

Favor

Initially, you Favor the PC teaching you their ways.

What are they teaching you? Are you teaching them your ways as well?

Example Leading Question

Which appetite can be sated here?

BARD

Ask

- Who here told me a dark or shocking secret?
- Who here did I once give unwanted assistance to?
- Who here heard stories about me before we met?

Answer

- What kind of art do you specialize in?
- What rival or enemy seeks to quash your art?
- What cause or scandal is currently causing unrest?

Favor

Initially, you Favor the PC who will be a part of your next masterpiece.

What will it be? What do you need to create it?

Example Leading Question

What artistic inspiration or component can be found here?

CLERIC

Ask

- Who here is treading down a dark path?
- Who here knows an enemy of my deity?
- Who here knows a secret about me or my faith?

Answer

- Who else serves your deity and how do you differ?
- When did your faith once fail you?
- What has your deity promised you?

Favor

Initially, you and your deity Favor each other. You also Favor the PC you had an ominous vision about. *What did your vision depict? Who have you told about it? Where might you find more information?*

Example Leading Question

What have you heard your deity's enemies are up to here?

DRUID

Ask

- Who here have the spirits warned me about?
- Who here has shown me a benefit of civilization?
- Who here think I am unkempt and unclean?

Answer

- What corrupting sickness spreads across the land?
- What enemy of nature did you once seal away?
- What wondrous natural feature is nearby?

Favor

Initially, you Favor the PC you shared a secret rite with.

How did the rite change or bond you both? What cost or sacrifice did it take? Do you regret it?

Example Leading Question

What natural sanctuary or spirit do you seek in this area?

FIGHTER

Ask

- Who here thinks I'm too violent or dangerous?
- Who here have I saved from certain doom?
- Who here am I suspicious of?

Answer

- Who are the most feared warriors in the land?
- What comrade, mentor, or rival frequently tests your skill in battle?
- For what purpose or goal do you still fight?

Favor

Initially, you Favor the PC you've fought back-to-back with.

Who did you fight? How did the battle turn out?

Example Leading Question

What perilous enemy awaits you here?

IMMOLATOR

Ask

- Who here knows me from before the flames?
- Who here am I trying to enamor or impress?
- Who here is trying to guide or control me?

Answer

- When did your flames last get truly out of control?
- What did you sacrifice to gain your fire?
- What foreboding vision did the flames show you?

Favor

Initially, you Favor the PC who's been burned by your fire. *What caused this? What did they lose to the flames?*

Example Leading Question

What calamity once happened here?

PALADIN

Ask

- Who here is hiding something from me?
- Who here did I once defy my vows to help?
- Who here assisted me when I was desperate?

Answer

- What fallible authority rules over these lands?
- Who suffered when you once erred in judgment?
- What is your largest blind spot or weakness?

Favor

Initially, you Favor the PC who was once an enemy.
What changed this? Who else still hunts you both?

Example Leading Question

What injustice or corruption lurks here?

RANGER

Ask

- Who here am I trying to guide or protect?
- Who here uncovered a secret of nature with me?
- Who here frequently quarrels with me?

Answer

- What perilous landscape have you yet to traverse?
- What treacherous foe once escaped you?
- What mistake or oversight cost you dearly?

Favor

Initially, you Favor the PC who saved you from an unexpected threat.
What kind of threat? How does it still hunt you?

Example Leading Question

What rare creature or resource is nearby?

THIEF

Ask

- Who here once committed a crime alongside me?
- Who here thinks I'm scum?
- Who here is am I planning to trick or frame?

Answer

- Who is the wealthiest person in the land?
- What famous trick or theft made you wanted?
- Who is your greatest enemy or rival?

Favor

Initially, you Favor the PC you owe a great debt to.
How did you come to owe them?

Example Leading Question

What valuable treasure is hidden here?

WIZARD

Ask

- Who here is learning more about my magic?
- Who here do I give frequent unwanted advice to?
- Who here thinks my magic is too dangerous?

Answer

- What did/do you miss due to your magic?
- What mystery are you close to uncovering?
- What happens when your magic goes haywire?

Favor

Initially, you Favor the PC you did a Ritual with.
What was the ritual? How did it change things?

Leading Question

What dangerous magic haunts this place?

BARBARIAN

You have traveled from the furthest reaches of the world in search of something. Be it glory, honor, vengeance, or treasure, you know what is best in life and you take it. Those in these lands call you primitive and uncivilized, but you know better. Their world of law and etiquette is fragile and fleeting, and when it inevitably falls, you will persist.

NAME

Examples: Gorm, Fafnir, Haepha, Qua, Thra-raxes, Sillius, The Glorious, The Foemasher, The Gluttonous

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Formidable

You are known for your terrible proficiencies. Choose two:

- Unencumbered, Unharmd:** You have 1 Armor as long as you are not restrained, are not wearing armor, and are not wielding a shield.
- Musclebound:** Your weapons are always Forceful and Messy.
- Immovable Object:** Your Armor can't be Pierced.
- Unstoppable Force:** You have Advantage to Defy a moving danger (traps, swinging weapons, etc.).
- Eye for Weakness:** At any time you can ask the GM 'Who or what here is weak or vulnerable?', and they will tell you honestly.
- Walking Weapon:** Your limbs and body are as formidable as the sharpest sword or heaviest hammer. You can harm any opponent unarmed.

When you Level Up, you may gain another proficiency instead of another benefit, up to a maximum of four proficiencies.

Herculean Appetites

Others may content themselves with just a taste of wine, or authority over a servant or two, but you want more. Choose two:

- Conquest
- Pure Destruction
- Fame and Glory
- Power Over Others
- Mortal Pleasures
- Riches and Property

When you refuse a golden opportunity to sate an appetite, take 1 condition.

When you sate an appetite, heal yourself of 1 condition.

When you Push Yourself in pursuit of an appetite, gain two sources of Advantage instead of one.

Rampage

When you Engage, on a 10+ if you choose to inflict an extra condition, you instead inflict two extra.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____

Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
 - Increase a stat of your choice from +1 to +2.
 - Take a Starting or Advanced Move from another playbook.
 - Take a Starting or Advanced Move from another playbook.
- See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

Outsider

You are from a far off land and have a fundamentally different way of life and of looking at things.

When you Ponder knowledge rare in these regions, roll with Advantage if you can say how it might be well-known in your homeland.

Starting Stats: +2 STR, +1 INT

Equipment: Trap Kit (Dangerous, Slow)

Drive: Teach someone of your culture or traditions.

Savage

You hail from more alien and brutal lands than most can imagine and your time there has made you strong.

You have +1 Armor against fear or magic.

Starting Stats: +2 STR, +1 CHA

Equipment: 3 Throwing Axes (Close, Near)

Drive: Provoke danger to prove your prowess.

Survivor

You weathered a great calamity - something that resulted in the downfall of your family, your empire, or your livelihood - yet you have carried on.

When you Crumble, you can choose the additional following option:

- Look death in the eyes and spit in its face. If your life was untenable due to conditions, you heal up to three non-Locked conditions immediately and are not removed from the scene. If it was for another reason, you survive relatively unscathed through superhuman feat or sheer force of will - work with the GM to determine how.

Once you choose this option, you cannot choose it again until you Level Up.

Starting Stats: +2 STR, +1 WIS

Equipment: Adventuring Gear (5 Uses)

Drive: Betray or forsake another for your own sake.

EQUIPMENT

You start with:

- Flask of Whiskey (2 Uses)
- A keepsake, relic, or symbol from your homeland
- The equipment from your Background

Choose one:

- Old Axe (Intimate, Close) and Shield (+1 Armor)
- Ancestral Greatsword (Close, Heavy, Forceful)

Choose two:

- Reliable Chain Mail Armor (1 Armor)
- Harty Feast
- Medicine (2 Uses, Slow)
- Pipeleaf (3 Uses)
- A Healing Potion

ASK

Who here shares one of my appetites?

Who here do I see as untrustworthy or dangerous?

Who here is interested in my homeland?

ANSWER

What do you carry from your homeland and why?

What great trial or wound have you endured?

What friend or enemy is also from your homeland?

FAVOR

Initially, you Favor the PC teaching you their ways.

What are they teaching you? Are you teaching them your ways as well?

ADVANCED MOVES You may choose one when you Level Up.

○ A Good Day to Die

While you have four conditions marked, you have Advantage Ongoing on all rolls.

○ Acquired Taste

Gain another Herculean Appetite.

○ Ancestral Visions

When you ritually sacrifice something significant to the spirits (or gods, ancestors, totem, etc.), roll+WIS. On a 10+ choose three. On a 7-9 choose two.

- Gain a boon, gift, or blessing proportional to the sacrifice you made - the GM will say what.
- Ask the GM one question about an enemy's actions, location, or vulnerabilities and they will answer truthfully.
- Until you next Settle In, gain +1 Armor. This Armor works against both physical harm and conditions from ignoring your appetites.
- Learn of a prime opportunity to fulfill an appetite.

On a 6- choose one, but the spirits make a demand of you and will not accept your sacrifices again until you fulfill it.

○ Basking In Victory

When you sate an appetite, you or an ally of your choice who helped you gains +1 Armor against anything until you Settle In, as long as that person hasn't benefited from this move yet since you last Settled In.

○ Berserker

When you Rampage, you also Pierce Armor.

○ Is That All You've Got?

When you suffer harm at the hand of an enemy, instead of spending Armor to absorb a condition, you may take the condition and spend Armor 1-for-1 for any of the following effects:

- Your enemy leaves themselves open and exposed.
- You learn one of your enemy's weaknesses.
- Your infuriate or terrify your enemy.

○ Khan of Khans

When a follower Assists you in pursuit of an appetite, the GM will not invoke a Cost, and if you roll a 10+ they also Favor you.

○ More! Always More!

When you satiate an appetite to the extreme (destroy something precious, gain enormous fame, mountains of riches, etc.), choose two:

- Gain 1 xp.
- Heal yourself of an additional condition.
- Learn of an opportunity to pursue another appetite.
- Exchange one appetite for another.

○ Not To Be Trifled With

Any intelligent, mortal creature who sees you knows instinctively that you are a force to be reckoned with and treats you appropriately.

When you fight a group or horde of foes at once, they don't inflict extra conditions on you.

○ Samson

When you Push Yourself to break free of a restraint or compulsion, be it physical or mental, you automatically succeed and are free.

○ Seasoned Wanderer

When you arrive at a new place of civilization, tell everyone about one important local tradition, ritual, belief, or practice here, as well as how you came to learn this.

○ The Great Destroyer

When you Engage, on a 12+, choose something physical your target has; they lose it if doing so doesn't immediately outright kill them.

○ Ugly Truth

When you smash through social etiquette to call something what it really is, roll+CHA. On a 10+ name someone here who now agrees with and Favors you. You also have Advantage Forward when doing something about it. On a 7-9 name someone here who now agrees with and Favors you.

○ Unyielding

You ignore the penalty from STR conditions.

○ Usurper

When you encounter an entity with significant political or institutional power (your call), you may ask the GM "How can I best ruin or humiliate them?", and they will answer you honestly. Gain Advantage Forward to pursue that action.

○ What Are You Waiting For?

When you cry out a challenge to your enemies, name one among them. For now, they will ignore your companions and treat you as the most obvious threat to be dealt with.

○ Sticks and Stones (Requires Level 10+)

You can use any Armor against conditions from any source.

BARD

You inspire peasantry and royals alike, soothing the savage beast and driving folk to a frenzy. A mere artist can portray a story, but it takes a true bard to live it. Someone's got to be there, fighting shoulder-to-shoulder with the soon-to-be-heroes. Who better than you to share the tale?

NAME

Examples: Baldric, Astrafel, Merida, Kosil, Lily, a laughing name, a musical name, a catchy name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Storied Knowledge

When you first encounter someone or something that you've heard tales, songs, or legends about (your call), tell the GM something interesting you've heard about it. The GM will tell you what else you've heard that complicates things.

Expressive Conflict

You wield renowned artistic skill (music, writing, painting, etc.), which can do more than just capture hearts and minds. Choose two expressions that you know:

- Wield your art like a weapon for the scene. When you Engage or Let Fly using your art, you may roll+CHA instead of +STR or +DEX.
- Curse a foe, removing 2 of their unused Armor.
- Heal yourself or an ally of 1 condition.
- Distract, stun, or immobilize a foe

You have 3 Art. **When you Settle In**, reset your Art to this number. **When you invoke your artistry**, you may spend 1 Art and unleash one known expression.

Perform

When you practice or display your chosen art before an Intelligent audience, roll+CHA.

On a 10+ gain 3 Awe. On a 7-9 gain 2 Awe.

During or shortly after your performance, you can spend each Awe to name an NPC in the audience and choose one below. You may choose the same NPC multiple times.

- This person must speak with me.
- This person must give me a gift.
- This person Favors me.

Speak Softly

When you Scrutinize someone by speaking openly and honestly with them, you can roll+CHA instead of +WIS. You may also choose to gain 1 additional Insight, even on a 6-, but if you do then afterwards they will ask you a question as if they had 1 Insight on you. You may lie or obfuscate in your answer, but if you do you can't use this Move on them again and you lose their Favor forever.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another playbook.
- Take a Starting or Advanced Move from another playbook.

See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

Folk Hero

You rose up for the sake of the people, and became a dashing rogue, adept at swordplay and acrobatics. With a quick smile and an even quicker blade, you're one of the finest duelists in the land!

When you Engage with your rapier or a similar weapon one-on-one, you roll+DEX instead of +STR.

Starting Stats: +2 DEX, +1 CHA

Equipment: Rapier (Close, Piercing)

Drive: Charm or humiliate someone with your skills.

Loremaster

You spent much of your time collecting obscure knowledge, ancient wisdom, and forgotten songbooks.

After you use Storied Knowledge, you can ask a single follow-up question which the GM will answer honestly.

Additionally, you have Advantage the first time you act on information gained from Storied Knowledge.

Starting Stats: +2 INT, +1 CHA

Equipment: Bag of Books (5 Uses)

Drive: Write something down at the most inopportune moment.

Traveling Artist

You traversed the land in pursuit of inspiration, and earned your keep practicing and promoting your art wherever you went.

When you Perform, gain +1 Awe even on a 6-.

Additionally, you have 4 Art for Expressive Conflict instead of 3.

Starting Stats: +2 CHA, +1 DEX

Equipment: Adventuring Gear (5 Uses)

Drive: Endanger or sacrifice something for the sake of your art.

EQUIPMENT

You start with:

- 1 Wealth
- Artistic Implements (Valuable)
- The equipment from your Background

Choose one:

- Travel-Worn Leather Armor (1 Armor)
- Extravagant Outfit (Valuable)

Choose two:

- Glinting Dueling Saber (Close)
- Hearty Feast
- Supplies (3 Uses, Slow)
- Intricate Hand Crossbow (Near, Distinctive, Reload)
- Pipeleaf (3 Uses)

ASK

Who here told me a dark or shocking secret?

Who here did I once give unwanted assistance to?

Who here heard stories about me before we met?

ANSWER

What kind of art do you specialize in?

What rival or enemy seeks to quash your art?

What cause or scandal is currently causing unrest?

FAVOR

Initially, you Favor the PC who will be a part of your next masterpiece.
What will it be? What do you need to create it?

ADVANCED MOVES You may choose one when you Level Up.

○ Anything You Can Do, I Can Do Better

When you spend some quality time with another PC, you may share one of your Moves with them, or they with you. If so, erase any previously shared Moves. Whoever gains the Move can use it a number of times equal to your CHA.

○ Aura of Honesty

When you use up someone's Favor when Compelling or Scrutinizing them, on a 6- you still retain their Favor in addition to whatever the GM says. Additionally, when you Speak Softly with someone, you may choose to gain the additional Insight and still lie or obfuscate freely without consequence if they ask you a question in return.

○ Buckle Thy Swash

When you Defy your opponent in a one-on-one fight, on a 12+ you also disarm, trip, or otherwise outmaneuver your opponent.

○ Enchanting Performance

Your Performances and can affect non-intelligent creatures and entities, such as undead, animals, plants, and constructs.

○ Encouraging Words

When you Settle In, you may comfort or compliment one ally and grant them +1 Armor against anything until they next Settle In.

○ Fugue

When you Perform, you may spend 2 Awe to invoke one effect on your entire audience for as long as your performance continues:

- Instill a singular powerful emotion
- Lull into a deep and infectious slumber
- Hold their attention fully and completely

○ Prodigy

Gain +1 Art and learn an additional expression.

○ Researcher

When you spend downtime seeking out rumors and knowledge, roll+INT. On a 10+ choose two. On a 7-9 choose one.

- You learn of a valuable treasure.
- You learn of a dangerous enemy or organization.
- You learn something useful about an area's history, layout, or politics.

For each one you choose, the GM might ask how you learned it - tell them the truth.

○ Scholarly Insight

Name a general topic or subject when you take this Move.

When you Ponder this subject, you treat any result of a 6- as a 7-9.

○ Showstopper

When you make a showy, dramatic entrance into a tense situation, describe your grand entrance and roll+CHA. On a 10+ everyone is so shocked that you can make a grand speech or decisive action with Advantage and without bystander interference. On a 7-9 everyone stops to watch and listen to your entrance without interruption.

○ Slippery

When you Gain The Edge through dashing rogue-ish action, roll with Advantage.

○ Throw Down the Gauntlet

When you demand a formal duel in response to an insult or trespass, your opponent cannot decline, though they may use a substitute, propose conditions, or add complications.

While you are in a formal duel, you have +1 Armor against your opponent and your attacks Pierce their Armor.

○ Unflinching

You have +1 Armor against conditions caused by social situations, negative emotions, or mental strain.

○ Well-Traveled

When you return somewhere you've visited before (your call), tell the GM what happened when you were last here; they'll tell you how the situation has changed since then. When you next Connect there, you may treat a result of 6- as 7-9.

○ Master of the Arts (Requires Level 10+)

Enhance two known expressions:

- When you wield your art like a weapon, it's Piercing.
- When you curse a foe, you remove all of their Armor.
- When you Heal an ally with your art, you also restore 1 of their used Armor.
- When you distract, stun or immobilize a foe, you can spend an additional Art to make it last until you dismiss it, but you cannot use an expression again until then.

○ World Renowned (Requires Level 10+)

Gain a Reputation as a master artist and adventurer (see Page 29). When you invoke your Reputation, after you and the GM have said what has been heard about you, you can speak again and add an additional thing they've heard.

CLERIC

You see the world as it truly is - a part of something greater, an existence filled with angels and demons, gods and devils, mortals and spirits. Some call you mad, others a liar, but you carry this truth with you to all people. No malady is too severe for you to heal, no burden too heavy for you to carry. For truth is made worthy through action.

NAME

Examples: Durga, Lenore, Penrose, Drummond, Freya, Sara, a traditional name, a sorrowful name, a common name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Atone

You have 2 Spirit. **When you Settle In**, reset your Spirit to this number. **When you touch someone and pray for their well-being:** If they are a PC, erase as many conditions from them as you'd like and gain that many for yourself. If they are an NPC, tell the GM what you'd like to heal (physical, mental, spiritual, etc.) and the GM will say how many conditions it will cost based on these guidelines:

- 1 Condition - visible gash, furious temper
- 2 Conditions - broken bone, night terrors
- 3 Conditions - missing limb, tortured memories
- 4 Conditions - mortal wound, violent madness
- 5 Conditions - recent death

You can spend Spirit like Armor to absorb conditions from Atone.

Divine Agent

You serve and worship a deity who grants you power. Give your deity a name, then define their domains by filling in each answer:

- What they Control (eg. sun, seas, skies, animals)
- What they Represent (eg. love, death, war, wind)
- Who Worships them (eg. nobles, wizards, lovers)
- Their Enemies (eg. undead, invaders, wolves)
- Their Demands (eg. sacrifices, secrets, victory)

While your deity Favors you, their domains react obviously to your presence (eg. animals adore you, nobles bow, demons hiss, etc.).

When you ask your deity how to gain their Favor, the GM will give you a task related to their Demands. When you complete it, gain 1 XP and gain their Favor.

Invoke Miracle

When you call upon your deity's power, choose a Miracle you know and roll+WIS, with Advantage if your deity Favors you. On a 10+ your deity's power flows through you and the effect comes to pass. On a 7-9 the effect comes to pass but you must choose one.

- The Miracle's Risk comes to pass.
- You draw unwanted attention, probably from your deity's enemies.
- You lose your deity's Favor (can only be chosen if they Favor you).

You start with 2 Miracles known (see Page 49).

When you Level Up, you can choose to Learn a New Miracle instead of another benefit. If you do, you also regain your deity's Favor if you don't already have it. While one Miracle is Ongoing, you can't use another. You can end an Ongoing Miracle whenever you wish.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another playbook.
- Take a Starting or Advanced Move from another playbook.

See the full Level Up Move for more choices.

Hearts and Minds

When you Scrutinize someone, you can also ask one of the following questions, even on a 6-.

- What are your true feelings about my deity?
- What do you not want to admit (to me, to another, to yourself, etc.)
- Who or what do you favor or care for most?

BACKGROUNDS

Choose One:

○ Luminary

You helped cultivate the community of faith that now surrounds your deity, and many now revere you as a beacon of your faith's values.

When you Connect with a worshipper or ally of your deity, on a 7-9 you make the choice instead of the GM. Additionally, worshippers of your deity now Favor you by default.

Starting Stats: +2 WIS, +1 CHA

Equipment: Pipeleaf (3 Uses)

Drive: Change one's mind about a person, the world, or your faith.

○ Minister

You spent your life helping the downtrodden, needy, marginalized, oppressed, and outcast. Some love you for it, while others despise you.

You have +1 Spirit. **When you Atone for an NPC**, they Favor you afterwards.

Starting Stats: +2 WIS, +1 DEX

Equipment: Medicine (2 Uses, Slow)

Drive: Give something significant or sacrificial to someone helpless or undeserving.

○ Warpriest

With you as its sword, your faith has stood firm against a great number of enemies and thwarted scheme after scheme.

You ignore the Clumsy tag on armor you're wearing. Shields you wield grant you an additional +1 Armor.

Starting Stats: +2 STR, +1 WIS

Equipment: Scale Mail (2 Armor, Clumsy)

Drive: Inspire awe or terror.

EQUIPMENT

You start with:

- A symbol of your faith
- The equipment from your Background
- Supplies (3 Uses, Slow)

Choose one:

- Regal Staff (Close, Heavy)
- Heavy Warhammer (Close, Forceful)

Choose two:

- Polished Chain Mail (1 Armor)
- 2 Wealth
- Iconic Shield (+1 Armor)
- Flask of Whiskey (2 Uses)
- Adventuring Gear (5 Uses)

ASK

Who here is treading down a dark path?

Who here knows an enemy of my deity?

Who here knows a secret about me or my faith?

ANSWER

Who else serves your deity and how do you differ?

When did your faith once fail you?

What has your deity promised you?

FAVOR

Initially, you and your deity Favor each other. You also Favor the PC you had an ominous vision about.

What did your vision depict? Who have you told about it? Where might you find more information?

ADVANCED MOVES You may choose one when you Level Up.

○ Anathema

When you harm your deity's enemies, inflict an extra condition.

○ Apotheosis

Choose a feature associated with your deity (rending claws, sapphire wings, an all-seeing third eye, etc.). In recognition of your devotion and faith, your deity bestows this gift upon you.

○ Divine Intervention

When you would Crumble while your deity Favours you, your deity miraculously intervenes, saves you, and no longer Favours you. Afterwards you heal one condition.

○ Gifts of the Spirit

Two Miracles that you know are now always Greater.

○ Hype Man

When you exceedingly praise a friend or ally before someone who Favours you (except your deity), they now Favor them as well.

○ Inquisitor

Whenever you'd like you may ask the GM 'are enemies of my deity nearby?' and they will answer you truthfully.

Whenever you Examine or Scrutinize your deity's enemies, you gain +1 Insight or can ask an additional question, even on a 6-.

○ Interfaith Studies

When you encounter a faith or deity that you know about (your choice), you may ask the GM about three of their domains and they will answer you truthfully.

○ My Faith is My Shield

Gain +1 Spirit. You can spend Spirit like Armor against any condition from your deity's enemies.

○ Organizer

When you and your allies cohesively Cooperate in a shared task, instead of one person rolling with Advantage, you may lead a group effort. Everyone involved rolls individually and the highest result is used for everyone, but you must take a condition or spend 1 Spirit for every 6- rolled.

○ Peaceful

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

○ Shepherd

When you publicly proclaim a warning, judgment, or belief, those nearby notice and listen to your words; roll+WIS. On a 10+ choose three. On a 7-9 choose two.

- Your words don't attract unwanted attention.
- You can ask your listeners one question as if you had Scrutinized them collectively.
- Choose a listener - they now Favor you.
- Your listeners start collaboratively working towards something you choose (build a bridge, burn a manor, acquire a treasure, etc.).

○ Spirit of Greatness

Gain +1 Spirit. When you Invoke a Miracle, you may spend 1 Spirit or use up your deity's Favor to make it Greater.

○ Team Player

When you Cooperate, you can Push Yourself or spend 1 Spirit to grant an additional source of Advantage.

○ Thaumaturgy

You no longer have to touch someone to Atone for them. When you petition your deity to perform a great miracle that pertains to their domains, tell the GM what you desire, they will give you a number of appropriate conditions based on the guidelines below, or say no. Like with Atone, you can spend Spirit like Armor to absorb conditions gained from Thaumaturgy.

- 1 Condition - Feed a large crowd
- 2 Conditions - Calm a raging storm
- 3 Conditions - Foresee an Ominous Force
- 4 Conditions - Summon a divine envoy
- 5 Conditions - Destroy or reshape a land

○ Theologian

When you Ponder or Examine something related to your deity's domains, you may ignore penalties from conditions and roll either +WIS or +INT.

○ Wrathful

Gain +1 Spirit. When you inflict a condition, you may spend 1 Spirit to inflict an extra condition.

○ Secret of the Divine (Requires Level 10+)

You discover the greatest secret of your faith. Choose one way listed below that this secret can be used, or create a new one, then work with the GM to define what this secret is, how you learned it, and how it affects your faith.

- You can destroy your deity's enemies forever.
- You can ascend to become a deity yourself.
- You can fundamentally alter the world in a way related to your deity's domains.

CLERIC MIRACLES

You start with two of these known, see the Invoke Miracle Starting Move on Page 45 for details.

Only one Ongoing Miracle or Spell can be maintained at a time.

The Risk of a Miracle usually only happens when you choose it on a 7-9, but something like it or worse may happen when the GM says what happens on a 6-

A Miracle is only Greater when certain Advanced Moves say so.

○ Bestow Curse

A foe you touch has their Armor reduced to 0 or is struck by some supernatural disease, blindness, or another affliction for a few minutes.

Risk: You also suffer the effects of the curse.

Greater: On a 12+, the effect lasts as long as you'd like, including permanently.

○ Bless

Until the end of this scene, an ally gains Advantage Forward, +1 Armor against anything, and +1 condition inflicted the next time they hurt someone.

Risk: You also receive Disadvantage Forward.

Greater: They have Advantage Ongoing for the scene, instead of just Forward.

○ Cause Fear (Ongoing)

Name an individual or a type of mortal creature. While they can see you they are filled with dread, causing them to recoil and back away - the weak and cowardly among them must outright flee.

Risk: Instead of simply recoiling or fleeing, they might act aggressively, rashly, or unpredictably.

Greater: On a 12+, even the mighty and strong-willed must flee.

○ Contact Spirits

You speak with a departed soul whose body is nearby or whom you knew when they were alive. Their spirit manifests for the scene, and will answer any one question you ask to the best of its ability before it returns.

Risk: Their answers are vague or veiled, as they are either unable or unwilling to answer you clearly.

Greater: On a 12+, you can ask them any number of questions for the scene.

○ Dismiss

A nearby otherworldly entity or spirit is banished from the world or back to whatever tethers it here.

Risk: As it leaves it manifests a curse, harm, or a way to return later, the GM will say how.

Greater: On a 12+, ordinary entities are utterly destroyed, and the strongest are driven away with whatever tethers them here destroyed.

○ Empower (Ongoing)

Filled with your deity's power, you or an ally treats one stat as +3 and ignores conditions on it (both for rolls and for XP).

Risk: Once the effect ends, the one(s) who benefited suffers two conditions from exhaustion.

Greater: You can affect both yourself and ally. The same stat is empowered for both of you.

○ Illuminate (Ongoing)

A magical light emits from you or something you touch, piercing darkness, illusions, and trickery.

Risk: The enemies of your deity can sense this light from a great distance.

Greater: The light is blinding to all who look at it and enemies of your deity can't bear to be near it.

○ Message

A message you speak is instantly delivered to a person of your choosing, no matter where they are.

Risk: It won't be delivered instantly.

Greater: When they receive the message, they can also respond with a single message in kind to you.

○ Procure

You miraculously have just the mundane item you need, as if you had spent 1 use of Adventuring Gear. Perhaps it was in your pack or sitting nearby.

Risk: You don't have exactly what you need, but something similar.

Greater: The item is of superb make, perhaps with an additional feature or quality.

○ Safeguard (Ongoing)

An ally either gains Advantage Ongoing to Defy or is protected from something pertaining to your deity's domains (you choose when this is invoked).

Risk: When this effect ends, those affected must fulfill a demand of your deity or suffer a condition.

Greater: On a 12+ all your allies are affected.

○ Sanctuary (Ongoing)

As you perform this Miracle, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within this area, you know when someone enters it or when someone within it acts with malicious intent.

Risk: You only know when someone within the area acts with malicious intent, but not when someone enters.

Greater: On a 12+, none can enter the sanctuary without your express knowledge and consent.

○ Speak in Tongues

You can clearly speak with and understand any sentient creature for the scene.

Risk: You can understand them, or they you, pick one.

Greater: Nearby allies can also be affected.

○ Transcend Surroundings (Ongoing)

A nearby physical obstacle, hazard, or environment no longer poses any threat to you.

Risk: It does still pose a threat but you have Advantage Ongoing to Defy it.

Greater: The effect extends to nearby allies.

○ Unleash Wrath

Your deity's power harms an enemy, usually inflicting a condition (Forceful, Distinctive, Piercing).

Risk: It isn't Piercing.

Greater: On a 12+ they are also briefly stunned.

DRUID

You walk among the sacred groves, communing with spirits older than the stones themselves. True beauty is found among flowing creeks and wind-caressed leaves, and it must be preserved. So you adopt the forms of creatures large and small, and defend the balance. Even the greatest civilizations inevitably crumble, but the cycle of nature is eternal.

NAME

Examples: Hycarax, Elana, Weylan, Rose, Rehgar, Sigrial, an animal name, a primal name, a forgotten name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

At One With The World

You can speak with animals and Scrutinize and Compel them. You also don't require food or drink.

Attuned Creatures

You begin play with two Attuned Creatures of your choice. Each has a species name and an Instinct. **When you Level Up**, you may add two Attuned Creatures to your list instead of another benefit.

Instinct examples: smash and tear, fly free without care, prey upon the weak and isolated, consume and devour, skulk and ambush, weave webs and victimise the foolish, assault and challenge the brave or strong.

Commune

When you spend some time in a place, connecting with nearby creatures and spirits, roll+WIS. You will be granted a vision of significance to you, your allies, or the spirits around you, the GM will describe it. On a 10+ the vision will be clear and helpful. On a 7-9 the vision is unclear and murky. On a 6- the vision is frightening or traumatic.

Shapeshift

When you call upon the wilds to change your shape, choose one of your Attuned Creatures to change into and roll+WIS. On a 10+ you transform quickly and without issue. On a 7-9 you still transform, but you draw unwanted attention or trouble.

While in an animal shape, you gain any innate abilities and weaknesses of the form: claws, wings, gills, etc. You also gain the Instinct of your new form. This primal urge is something innate to each creature and becomes a part of you while you are shapeshifted.

You don't need to Shapeshift to change back into your normal shape, though you may need to Resist Instinct.

Resist Instinct

When you try to change shape without having fulfilled your Instinct, roll+WIS.

On a 10+ you succeed and are now able to transform. If you're changing back to normal, you do so. If you're changing into another creature, roll to Shapeshift.

On a 7-9 you succeed, but won't be able to transform back into your previous form until you reattune with it by fulfilling its Instinct.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____

Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another playbook.
- Take a Starting or Advanced Move from another playbook.

See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

Earthbound

Your soul feels a close kinship with the deep places of the world. Worms and mushrooms are your family, and lightless tunnels your hallways.

You can clearly sense your surroundings even when unable to see. **After you Commune**, you may also ask the spirits any one question and they will answer you as best they can.

Starting Stats: +2 WIS, +1 STR

Equipment: Medicine (2 Uses, Slow)

Drive: Hide or bury something.

Fangborn

You are connected to a specific type of animal above all others. Perhaps your behavior or appearance reflects theirs, or perhaps you advocate for them.

Start with an additional Attuned Creature that is bound to you. You have Advantage when Shapeshifting into it and Resisting its Instinct.

Starting Stats: +2 WIS, +1 DEX

Equipment: Supplies (3 Uses, Slow)

Drive: Alienate or push away someone significant.

Spirit-touched

You were boldly marked by the spirits as a guardian, caretaker, and ambassador to nature. All who see you recognize your station, though some don't respect it.

Natural creatures and spirits Favor you by default. **When you Examine**, no matter the result you may you may also ask 'What here is a threat to the natural order?' and the GM will answer honestly.

Starting Stats: +2 WIS, +1 CHA

Equipment: Pipeleaf (3 Uses)

Drive: Restore something to a healthy state.

EQUIPMENT

You start with:

- Fur or Wood Armor (1 Armor)
- The Equipment from your Background
- Adventuring Gear (5 Uses)

Choose one:

- Flowering Staff (Close, Heavy)
- Carved Shillelagh (Close) and Shield (+1 Armor)
- Decorated Sling (Near, Awkward, Reload) & Stone Knife (Intimate, Near)

Choose one:

- Healing Potion
- Bag of Books (5 Uses)
- Trap Kit (Dangerous, Slow)

ASK

Who here have the spirits warned me about?

Who here has shown me a benefit of civilization?

Who here thinks I am unkempt and unclean?

ANSWER

What corrupting sickness spreads across the land?

What enemy of nature did you once seal away?

What wondrous natural feature is nearby?

FAVOR

Initially, you Favor the PC you shared a secret rite with.

How did the rite change or bond you both? What cost or sacrifice did it take? Do you regret it?

ADVANCED MOVES You may choose one when you Level Up.

○ Apex

When you take the form of a fearsome predator, your attacks can gain either Near, Piercing, or Area - choose as appropriate to the shape. Additionally, your attacks may also be Messy, Forceful, and/or Vicious depending on the form.

○ Back to Basics

When you reveal a flaw or failure of civilization to an individual or group, roll+WIS. On a 10+ choose two. On a 7-9 choose one.

- They pledge to repair or account for the issue.
- They withdraw from civilization and begin connecting more with the natural world.
- They offer assistance to you and nature.
- They attack or sabotage an enemy of nature.

○ Balance

When you inflict a condition, gain 1 Balance.

When you touch someone and invoke healing spirits, you may spend Balance. For each 2 Balance spent, they heal 1 condition.

When you Settle In, lose all Balance.

○ Barkskin

While your feet touch the ground, you have +2 Armor against physical injuries.

○ Bridge Between Worlds

You see the patterns that make up the fabric of the world. You can now apply your At One With the World and Shapeshift Moves to inanimate natural objects (plants, rocks, etc.), as well as pure elements (fire, water, air, and earth). Add one such Attuned transformation now.

○ Call of the Wild

When you cry out to the wilderness for aid, choose a suitable type of animal for this environment and roll+WIS. On a 10+ that animal arrives to help you for the scene, choose two from below. On a 7-9 that animal arrives to help you for the scene, choose one from below.

- They terrify, intimidate or distract an enemy.
- A pack or group of them arrive instead of just one.
- They cause no collateral damage.
- They continue to accompany you for some time after this scene.

○ Earthly Disciple

When you Compel an animal or spirit, you may roll+WIS instead of +CHA.

When you Ponder animals, nature, or the balance of life, you may roll+WIS instead of +INT.

○ Environmentalist

When you call upon nature to aid you against a foe, name a natural feature of your surroundings (deep roots, rocky cliffs, flowing wind, etc.) and roll+WIS. On a 7-9 your foe is temporarily hampered or trapped by the feature. On a 10+ then as a 7-9 but you also inflict a condition on your foe.

○ Eye of the Tiger

When you mark an animal with blood, mud, or dirt, you can see through its eyes as if they were your own, no matter what distance separates you, and you it counts as an Attuned Creature. When you mark a new animal, any old marks lose their power.

○ More Beast Than Man

When you Shapeshift, gain Advantage Forward to pursue your shape's Instinct.

○ Part the Sea

When you call upon the spirits for safe passage through a natural danger, environment, or hazard, roll+WIS. On a 10+ the way is made safe, but choose one. On a 7-9 the way is made safe, but choose two.

- It is only safe for you, not your allies or companions
- It is safe for now, but not for long
- The spirits demand a proportional payment or sacrifice in return

○ Predator and Prey

Whenever you'd like, you may ask 'What is my animal intuition telling me?' and the GM will answer truthfully.

○ Shed

When you shapeshift after fulfilling your current shape's Instinct (including back to your normal form), heal yourself of one condition.

○ Nothing More Than Animals (Requires Level 10+)

You can now attune with and Shapeshift into specific people. Gain one such attuned form now. People typically have more complex Instincts than animals. If they are a pre-existing NPC then the GM will tell you their Instinct using their Want and Methods to inform it.

○ Weather Weaver (Requires Level 10+)

When you call upon the spirits to invoke a large natural phenomenon or disaster, roll+WIS. On a 10+ choose two. On a 7-9 choose one.

- The phenomenon appears immediately and lasts as long as you desire.
- The land is not permanently damaged or altered.
- None of your allies, wildlife or innocents are directly harmed.

FIGHTER

It's a thankless job—living day by day by the strength of your arm and skin of your teeth. You bear your scars with pride, sharpen your sword with precision, and don your armor with practiced ease. Let every danger test itself against you. In the end, you'll be the last one standing.

NAME

Examples: Hawk, Finnegan, Cadeus, Lenna, Brianne, Tas, a humble name, an ancient name, a royal name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Armed and Ready

Ignore the Clumsy tag on armor you wear.

Battle Momentum

You perfectly understand the back and forth rhythm of a fight. **When you suffer or inflict harm as part of a fight** (even if it's absorbed with Armor), gain 1 Momentum. Anytime during a fight, you may spend the amount of Momentum in brackets for the following:

- (3) Restore 1 of your Armor
- (3) Inflict an extra condition on an attack
- (2) Gain Advantage Forward to Engage or Let Fly

You can have a maximum of 5 Momentum. **When you Settle In**, reset Momentum to 0.

Particular Set of Skills

When you Compel with threats of violence, roll with Advantage.

Demolitionist

When you want to destroy an object, be it a building, magical artifact, or obstacle, tell the GM what it is. It is always possible, but the GM will give you 1 to 4 of the following requirements (separated by "ANDs" and "ORs");

- It's going to take hours/days/weeks.
- First you must _____.
- You'll need help from _____.
- You'll need to use _____.
- It will be easy/difficult to repair.
- You and your allies will risk _____.
- You'll have to use up/wear out _____.

You can use this to do things like start a cave-in, break down a wall, blow up a building, shatter an unbreakable sword, or drop a magical ring into a volcano.

Signature Weapon

You don't wield an ordinary weapon, but instead have an especially powerful or unusual one. See Page 29 for details on creating your Signature Weapon.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another playbook.
- Take a Starting or Advanced Move from another playbook.

See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

○ Champion

Gladiator, hero, warlord, butcher - you've been at least one of these things, if not more, and it's taught you where the battle truly lies; in the hearts and eyes of the crowd.

When you enter a fight or deliver a killing blow, you become the center of attention. **When you Defy to gain or keep attention on yourself**, roll with Advantage.

Starting Stats: +2 STR, +1 CHA

Equipment: 2 Wealth

Drive: Turn a situation into a spectacle.

○ Knight

Be it for a monarch, a cause, or a principle, you fought to uphold and protect others.

When you taunt or aggravate someone in a fight, spend 1 Momentum to redirect harm from an ally to yourself.

Starting Stats: +2 STR, +1 DEX

Equipment: Adventuring Gear (5 Uses)

Drive: Refuse assistance, an advantage, or a boon because of honor.

○ Veteran

Whether on the front lines of a battle or the back roads of a quiet village, you've learned to always trust your gut.

When you get a bad feeling about an upcoming situation (your call), ask the GM how to avoid or prepare for it and they will give you one piece of advice. If you follow it, gain +1 Momentum.

Starting Stats: +2 STR, +1 WIS

Equipment: Supplies (3 Uses)

Drive: Teach someone a lesson.

EQUIPMENT

You start with:

- Well-Used Heavy Armor (2 Armor, Clumsy)
- Your Signature Weapon
- The Equipment from your Background

Choose three:

- Jagged Spear (Close, Near)
- Sturdy Shield (+1 Armor)
- Healing Potion
- Medicine (2 Uses)
- Flask of Whiskey (2 Uses)
- Hidden Knives (Intimate, Near, Infinite)
- Heavy Crossbow (Near, Distinctive, Reload)

ASK

Who here thinks I'm too violent or dangerous?

Who here have I saved from certain doom?

Who here am I suspicious of?

ANSWER

Who are the most feared warriors in the land?

What comrade, mentor, or rival frequently tests your skill in battle?

For what purpose or goal do you still fight?

FAVOR

Initially, you Favor the PC you've fought back-to-back with.

Who did you fight? Why? How did the battle turn out?

ADVANCED MOVES You may choose one when you Level Up.

○ Basic Training

You've gotten used to the tireless marches, late nights, early mornings and backbreaking labor. You are unaffected by all but the most extreme forms of exhaustion. **Gain +1 Armor against fatigue or exhaustion.** When you **Settle In**, you can stay up all night on watch without feeling tired.

○ Battleborn

When you **Defy in battle**, you may spend 1 Momentum to roll with Advantage.

○ Charge

Your maximum Momentum is now 7. When you **enter a fight**, gain 1 Momentum.

○ Disabler

When you **harm someone**, you may spend 2 Momentum to destroy a weapon or disable a form of attack.

○ Eye for Danger

When you **Scrutinize a dangerous NPC**, the GM will also reveal to you an ability or tactic they can use.

○ Field Repair

When you **heal someone with Supplies or Medicine**, you or your patient (your choice) also refresh 1 spent Armor.

○ Firm Grip

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

○ Grudge Match

When you **attack someone in public**, until someone is incapacitated, no one will directly intervene as long as it's just you two fighting.

○ I Aim to Misbehave

When you use **Demolitionist**, after the GM gives you the requirements you may then ignore or veto one of them.

○ Master Stroke

When you **Engage**, on a 12+ you can make an additional choice.

○ Narsil

Your signature weapon gains 2 additional enhancements, 4 in total.

○ Percussive Counterspell

When you **interrupt a spell or magical effect using force**, roll+STR.

On a 10+ you successfully interrupt it.

On a 7-9 the magic is reduced or redirected in some way, the GM will say how.

When you're **up close and personal with a spellcaster**, you may automatically inflict a condition on them whenever they use magic against you.

○ Quarterback

While you **forcefully hold a creature**, it is helpless unless it's particularly large or strong, and even then it is hampered and/or distracted by you.

When you **forcefully grab or tackle a foe**, roll+STR.

On a 10+ you have a good hold of them.

On a 7-9 they struggle for a bit at first, inflicting a condition before you get a good hold.

○ Riddle of Steel

Fighting someone counts as intimate and prying conversation for the purposes of **Scrutinizing** them. When you **Scrutinize someone you're fighting**, roll with Advantage.

○ Smith

When you **Settle In**, you can repair one destroyed item or damaged piece of equipment. You can also remove all enhancements from your Signature Weapon and add them to another weapon, which becomes your new Signature Weapon.

○ Steel Gaze

When you **enter combat**, roll+CHA. On a 10+ gain 2 Steel. On a 7-9 gain 1 Steel. On a 6- your enemies immediately identify you as their biggest threat.

During the fight you can spend 1 Steel to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off or they are wounded. When the fight ends lose all Steel.

○ Tough as Nails

You have +1 Armor against physical harm.

○ Yoink

When you **avoid a blow from a close-up weapon**, you may spend 2 Momentum to take that weapon for yourself.

○ Andúril *(Requires Level 10+ and Narsil)*

Your Signature Weapon gains 2 additional enhancements, 6 in total.

○ Second in Command *(Requires Level 10+)*

When you **enter a fight**, choose one ally. Whenever they suffer or inflict harm in this fight, gain 1 Momentum

IMMOLATOR

Blistering heat and blazing light, maddening agony and dazzling beauty. You are all of these and more, the flame unquenchable and unrestrained. You sacrificed much for your fire, for powers beyond mere mortals. Now it burns ever brighter in your heart, spreading fear and allure in equal measure. Let everyone see you, for you will never be extinguished.

NAME

Examples: Omen, Leoric, Agar, Prynne, Solomon, Isil, a violent name, an enchanting name, a hollow name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Firebrand

You can move and manipulate fire in a variety of ways - dimming, flaring, sparking, changing color, creating shapes and images, and more. Your fire is Distinctive, Fiery, and Near when you fight with it. Additionally, choose two traits for it:

- Adaptable:** Your fire has the Intimate and Close tags.
- Restrained:** You and nearby allies have +1 Armor against your fire and its effects.
- Ambitious:** Your fire has the Far tag.
- Spontaneous:** You can create fire rather than manipulate what's already burning.
- Bold:** Your fire has the Area tag.

When you **Burn a trait**, your fire loses it until you next Settle In. See Unleash Flames for more info.

Unleash Flames

When you **fight using fire as a weapon**, roll+CHA. On a 10+ you hurt your foe, but choose one. On a 7-9 you hurt your foe, but choose two.

- You cause unintended collateral damage.
- You suffer a condition, perhaps due to overexertion or a foe's counterattack.
- Choose and Burn one of your fire's traits
- Your draw unwanted attention from nearby

Captivate

When you **share an intimate or enchanting moment with someone**, usually with time and privacy, roll+CHA. On a 10+ you have 2 Charm over them. On a 7-9 you have 1 Charm over them. They can reduce your Charm over them by 1 by:

- Giving you something they think you want.
- Doing something you tell them to do.
- Fighting to protect you.
- Favoring you, but only if they don't already.

If they're an NPC, they can't act out against you while Charmed. If they're a PC, you also can spend 1 Charm to inspire or distract them, granting them Advantage or Disadvantage on their next roll.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another playbook.
- Take a Starting or Advanced Move from another playbook.

See the full Level Up Move for more choices.

From the Ashes

When you **burn a sacrifice and stare deeply into the flames**, ask the GM one question about your sacrifice or something associated with it (owners, loved ones, history, etc.) and roll+CHA. On a 10+ you see a clear and detailed vision in the flames that answers your question and related follow-up questions. On a 7-9 you see a brief vision in the flames that answers your question vaguely.

BACKGROUNDS

Choose One:

Chosen of the Sun

Your old life was burned way long ago when the sun granted you a portion of its power and called on you to accomplish its shining will.

You have the Invoke Miracle Move from the Cleric Playbook, know one Miracle, and cannot gain or lose the Sun's Favor. You cannot learn more Miracles when you Level Up. **While in direct sunlight**, you have Advantage to Invoke your Miracle, as if you had the Sun's Favor.

Starting Stats: +2 CHA, +1 WIS

Equipment: Shield (+1 Armor)

Drive: Bring a secret or scheme to light.

Heart of the Phoenix

You sacrificed your entire being, but were returned to life shortly afterwards with fire in your heart. You may have 'died' several times since then, but it doesn't seem to stick.

When you **Crumble**, replace 'Die' with 'Die for now, then return to life when everyone next Settles In.'

Starting Stats: +2 CHA, +1 STR

Equipment: Adventuring Gear (5 Uses)

Drive: Act callously or recklessly about death.

Practiced Enlightenment

You sacrificed many years, kindling your fire through dangerous training and sweltering meditation, and you have the scars to prove it.

You have +2 Armor against fire, even if it's magical. This Armor cannot be ignored or Pierced.

Starting Stats: +2 CHA, +1 DEX

Equipment: Pipeleaf (3 Uses)

Drive: Endure or correct foolishness with calmness.

EQUIPMENT

You start with:

- 1 Wealth
- A Bundle of Torches (5 Uses)
- The equipment from your Background

Choose one:

- Fire-Resistant Robes (Valuable, 1 Armor vs Fire)
- Smoky Leather Armor (1 Armor)

Choose two:

- Burnished Sword (Intimate, Close)
- Supplies (3 Uses, Slow)
- Scorched Knife (Intimate)
- Flask of Whiskey (2 Uses)

ASK

Who here knows me from before the flames?

Who here am I still trying to enamor or impress?

Who here is trying to guide or control me?

ANSWER

When did your flames last get truly out of control?

What did you sacrifice to gain your fire?

What foreboding vision did the flames show you?

FAVOR

Initially, you Favor the PC who's been burned by your fire.

What caused this? What did they lose to the flames?

ADVANCED MOVES You may choose one when you Level Up.

○ Agni Kai

When you take a condition or mark Armor due to fire or heat, recover one of your Burned traits.

○ Blades of Chaos

Your fire gains the additional trait - **Cruel**: Your fire has the Messy and Vicious tags.

○ Burning Hearts

When you gaze intensely into someone's eyes, you may ask them "what is your deepest desire?" Their player will answer with the truth, even if the character does not know or wouldn't answer.

○ By Fire Be Purged

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

- It is only cleansed partially or temporarily.
- The cleansing has left its mark on the subject (if that's a person they might suffer a condition).
- The cleansing draws unwanted attention from the magic's source.

○ Don't Blink

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

○ Dragon of the West

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

- Redirect the fire back onto its source.
- Kindle your own flame, restoring a Burned trait.
- Ask the GM any one question about the flame or its source.

○ Everburning

When you imbue an object with a portion of your fire, it will burn with a dim, heatless flame without being consumed. For each one you choose below, take a cumulative -1 to Unleash Flames rolls until you touch the object and reclaim the flame.

- The flame is not heatless; the object burns foes when used as a weapon.
- The flame is bright, and will illuminate shadows, uncover illusions and reveal invisibility.
- The flame remains connected to you, you can see and hear everything near the object.

○ Eye for Destruction

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

○ Hypnotic

When you share a regret, dream, or fear with someone when Captivating them, on a 7+ gain +1 Charm over them.

○ Infernal

Your fire gains an additional trait of your choice from Firebrand.

○ Mushu

You now have an animal companion with the additional descriptor - **Affinity for Fire**: This follower cannot be harmed by any fire or heat, whether it's magical or mundane. See Followers on Page 20.

○ Scorched Earth

Your fire gains the additional trait - **Furious**: Your fire Pierces Armor.

○ Smokestep

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

○ Twice as Bright, Half as Long

While channeling your fire, after you roll you may sacrifice something to treat a result of 6- as a 7-9, or a result of 7-9 as a 10+. This sacrifice doesn't need to be physical or material, but it is always notable.

○ Twinflame

You have an additional Drive. Write it down next to your original one. This new Drive also grants 1 XP if it was accomplished by the end of each session. When you Push Yourself to pursue one of your Drives, you may Burn one of your flame's traits instead of taking a condition.

○ Master of the Flame (Requires Level 10+)

When you Unleash Flames, on a 10+ you don't have to choose any from the list.

○ Watch the World Burn (Requires Level 10+)

When you channel the flames and call down a firestorm, tell the GM what you're sacrificing. The sky opens up and fire pours like rain within an area proportionate to your sacrifice; everyone and everything in the area is severely hurt or worse (2-3 conditions). Then roll+CHA. On a 10+ you can extinguish the storm with some effort when you so choose. On a 7-9 the fires rage out of control, spreading and growing where they are carried by wind and weather. On a 6- something cruel, intelligent, and hungry arrives with the storm.

○ Puppetmaster (Requires Level 10+)

When you tell an NPC you have Charm over specifically what you desire, until that desire is fulfilled, pursuing it is the only way they can reduce your Charm on them.

PALADIN

You are the sword of righteousness, walking the narrow path and lighting the way for those who would follow. Protector, healer, judge, executioner, you are all of these and more. Let the innocent come, for you will shelter them from their troubles. Let the guilty cower in their dark recesses, for you are coming, and they will find no mercy.

NAME

Examples: Thaddeus, Augustine, Regulus, Octavia, Brom, Kyra, a noble name, a vengeful name, a titular name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Armed and Ready

Ignore the Clumsy tag on armor you wear.

Devout Virtues

You adhere to a strict moral code that grants you power beyond that wielded by normal folk. Each virtue has a vow that must be kept and a boon it grants you. Choose two now:

- Courage:** Refuse to let those who have power abuse it. **While you physically stand in defense of another**, they will not be targeted or harmed.
- Honor:** Never harm the helpless or unaware. **When you Decree an enemy to surrender or repent**, you can treat a 6- as a 7-9.
- Justice:** Suffer not a crime unpunished. **When you question a captive or friendly individual**, you know if they're lying.
- Loyalty:** Remain true to your word and to your allies. Gain +1 Armor. **When an ally Cooperates with you**, you can share your Armor with them against conditions suffered from Cooperation.
- Mercy:** Let no innocent creature suffer unaided in your presence. **When you heal someone else**, you are also healed of one condition.
- Purity:** Abstain from mortal pleasures and finery. You are immune to all maladies, such as poisons, diseases, and curses.

Chains of Faith

When you break one of the vows of your Devout Virtues, depending on the severity of your actions, you may lose access to that virtue and its associated benefits until you atone for your misdeeds. The GM will tell you what you must do.

Decree

When you demand an NPC follow your order, roll+CHA. On a 10+ choose two, then they flee, attack, or obey you. On a 7-9 choose one, then they flee, attack, or obey you.

- If they do anything other than obey you, gain Advantage Forward against them.
- They reveal a piece of relevant information to you (unwittingly or otherwise).
- They cannot flee.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
 - Increase a stat of your choice from +1 to +2.
 - Take a Starting or Advanced Move from another playbook.
 - Take a Starting or Advanced Move from another playbook.
- See the full Level Up Move for more choices.

Healing Hands

When you treat someone with Supplies or Medicine, choose one additional effect:

- It ignores the Slow tag, taking a few moments rather than minutes
- Heal them of an additional Condition
- The patient gains Advantage Forward (PCs only)

BACKGROUNDS

Choose One:

Arbitrator

Whether through lawful appointment or public respect, you are the open hand of redemption, and the clenched fist of punishment.

When a Paladin Move asks you to roll+CHA, or when you Compel with open honesty, you may roll+WIS instead of +CHA.

Starting Stats: +2 WIS, +1 DEX

Equipment: Crossbow (Near, Distinctive, Reload)

Drive: Offer or deny mercy to someone helpless or unworthy.

Guardian

You have known great pain and loss, but instead of staying broken you vowed to protect and restore others from similar hardship.

When you restore someone with Healing Hands, you can choose two different effects instead of one.

Starting Stats: +2 CHA, +1 WIS

Equipment: Medicine (2 Uses, Slow)

Drive: Endanger yourself to save or protect someone.

Paragon

Though you accomplished many great things, one deed in particular made you a shining role model and vaunted hero to many.

You have a heroic Reputation (see Page 29). **Once per session**, you can use your reputation as Favor when Compelling, Scrutinizing, or Connecting with someone.

Starting Stats: +2 CHA, +1 STR

Equipment: Adventuring Gear (5 Uses)

Drive: Exceed another's expectations.

EQUIPMENT

You start with:

- A symbol of your authority
- The equipment from your Background
- Reliable Scale Armor (2 Armor, Clumsy)

Choose one:

- Ornate Halberd (Close, Heavy, Forceful)
- Sharpened Sword (Intimate, Close)

Choose two:

- Polished Shield (+1 Armor)
- Supplies (3 Uses, Slow)
- Hearty Feast
- Flask of Whiskey (2 Uses)
- Healing Potion

ASK

Who here is hiding something from me?

Who here did I once defy my vows to help?

Who here assisted me when I was desperate?

ANSWER

What fallible authority rules over these lands?

Who suffered when you once erred in judgment?

What is your largest blind spot or weakness?

FAVOR

Initially you Favor the PC who was once an enemy.

What changed this? Who else still hunts you both?

ADVANCED MOVES You may choose one when you Level Up.

○ Aid for Aid

When you treat someone with Supplies or Medicine, if they didn't already Favor you they do now.

○ Bloodhound

When you Examine outlaws, evil creatures, or sworn enemies, you may ask one question listed below in addition to your normal question. The GM will always answer it truthfully, even on a 6-.

- Where are they located?
- What is a vulnerability of theirs?
- What are they planning?
- Who is close to turning on them?

○ Divine Favor

You have gained the notice of a deity. Gain the Cleric's Divine Agent and Invoke Miracle Moves. Learn 1 Miracle now and gain your deity's Favor. You can only have a maximum of 3 Miracles known.

○ Duel of the Fates

When you Decree to a sworn enemy that they fight you one-on-one, here and now, on a 7+ you can make an additional choice and can also choose from these additional options:

- They won't use cheats or tricks during the fight
- You gain +1 Armor against them during the fight
- The fight counts as intimate and prying conversation with regards to Scrutinizing them

○ Embolden

When you give an inspiring speech to your allies before facing a dire threat, roll+CHA. On a 10+ you and each ally gains 2 Inspiration. On a 7-9 you and each ally gains 1 Inspiration and the GM gains 2 Fear. On a 6- the GM gains 3 Fear. During the conflict, you and allies can spend 1 of your own Inspiration to:

- Act fearlessly against terrifying foes or odds
- Gain +1 Armor
- Make their attack ignore Armor

During the battle, the GM can spend 1 Fear to:

- Have you or an ally roll with Disadvantage
- Have an enemy inflict an additional condition on an attack

○ Executioner

When you Decree and your target chooses to attack or duel you, you may immediately inflict a Piercing condition onto your target.

○ Healthy Distrust

Whenever you Defy magic wielded by your foes, treat any result of a 6- as a 7-9.

○ Improvised Care

You can spend uses of Adventuring gear as if they were Supplies.

○ Last Stand

When you mark your fourth condition, immediately refresh all of your Armor.

○ Quest

When you dedicate yourself to a mission, describe what the dedication looks like and state what you set out to do. The GM will give you an associated blessing. While you stay true to your goal, this blessing remains yours. **At the end of each session**, gain 1 XP if you've made significant progress on your quest but haven't completed it.

When you complete your Quest, immediately lose your blessing and either gain 3 XP, heal 3 conditions, or heal a Locked condition.

○ Robin

You have taken on a young Apprentice (Page 26). **When your Apprentice Assists you in a task**, on a 12+ you both heal 1 condition.

○ The Only Thing They Fear

When you Engage or Let Fly, on a 12+ your foe also Fears you. **When you Scrutinize, Compel, or Decree someone who Fears you**, you can use up that Fear for Advantage on the roll.

○ There Are No Chains On Me

When you go out of your way to violate one of your Virtue's vows, instead of losing access to its boon you alter the vow to fit your action. It is up to you how 'virtuous' the new vow is at all. **When you change Playbooks**, you can keep any and all altered Virtues if you wish. Once you have altered a Virtue you may no longer take any more Paladin Advanced Moves when you Level Up.

○ Virtuous

Gain another Devout Virtue.

○ Grail Hunting *(Requires Level 10+)*

When you Quest, receive two Blessings instead of one.

○ Smiting Evil *(Requires Level 10+)*

When you condemn an enemy beyond hope, redemption, or salvation, your attacks against them always inflict an extra condition.

RANGER

You are the guide, the hunter, the creature that stalks the border between man and beast, between safety and peril. You have made the secret paths your highways - the hidden places your refuge. So ready your weapon, check your rations, and fasten your boots, for you venture where no one else dares.

NAME

Examples: Throndir, Jonah, Ysolt, Dianna, Celion, Eloise, Gendrig, an animal name, a dark name, a nickname

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Citizen of the Wild

When you Track Down, roll+WIS instead of +nothing, and make one fewer choice on any result.

Ready For Anything

You have 4 Prep. When you Settle In, reset your Prep to 4. You can spend Prep to use a Flashback or Honed Technique.

Flashback

When you retroactively declare how you prepared for something in advance, spend Prep as determined by the GM using the guideline below. As a consequence during a flashback the GM may say something costs extra Prep. If you spend more Prep than you have, take a condition for each remaining Prep.

- **1 Prep** - Ordinary action, easy opportunity, no rolls required, a short time ago.
- **2 Prep** - Complex action, unlikely opportunity, one roll required, some time ago.
- **3 Prep** - Elaborate action, special opportunity, several rolls required, a long time ago.

Honed Techniques

You have learned many skills from your time in the wilderness. You may spend 1 Prep to use a known Technique at any time without rolling. Choose two Techniques that you know:

- **Avoid:** Roll with Advantage when Defying a physical threat.
- **Exploit:** Make an attack Pierce Armor.
- **Impart:** Message or signal someone nearby, covertly or openly.
- **Maneuver:** Rapidly move somewhere nearby, overcoming any natural obstacle or environment in the way.
- **Snare:** Trap someone or something in place for a short time (you may spend your Trap Kit instead of Prep to use this technique).
- **Trick:** Manipulate someone nearby to move somewhere specific.
- **Vanish:** Disappear within a nearby dense or obscuring environment.

When you Level Up, you may choose to learn an additional Technique instead of another benefit.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
○

Weakened, Nauseous

DEX
○

Dizzy, Shaky, Stunned

INT
○

Dazed, Forgetful

WIS
○

Confused, Exhausted

CHA
○

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another playbook.
- Take a Starting or Advanced Move from another playbook.

See the full Level Up Move for more choices.

Bestiary Knowledge

When you first encounter a beast or monster you are familiar with (your call), you may ask the GM one question about it, and they'll tell you the truth.

BACKGROUNDS

Choose One:

○ Hermit

Whether through disaster, abandonment, or choice, you were raised by the wilderness itself. You made its creatures your siblings and its perils your mentor. They make better company than civilized folk anyways.

You can speak with and understand animals and other wild things, and you begin play with a trusted animal companion (see Followers on Page 20).

Starting Stats: +2 WIS, +1 CHA

Equipment: Medicine (2 Uses, Slow)

Drive: Endanger yourself for wildlife or outcasts.

○ Hunter

You've slain the true dangers that lurk in the darkest recesses of the wilds. By the time others notice a threat, you've already arrived at its lair to put it down. But by protecting civilization, you've seen how fragile it truly is.

You have Advantage when Tracking Down a beast or monster. When you use Bestiary Knowledge, you can ask an additional question.

Starting Stats: +2 INT, +1 WIS

Equipment: A dose of Serpent's Tears (see Example Poisons, Page 25)

Drive: Shoot first, physically or metaphorically.

○ Sentinel

Merchants, caravans, criminals, fools - you've guided and protected them all through treacherous lands. Countless times you've outmaneuvered death, but its sting still awaits a single mistake.

You are never caught off-guard or surprised. You always act first, even if someone gets the drop on you. Additionally, you have +1 Prep.

Starting Stats: +2 DEX, +1 INT

Equipment: Flask of Whiskey (2 Uses)

Drive: Find or create a hidden danger.

EQUIPMENT

You start with:

- Quiet Leather Armor (1 Armor)
- Adventuring Gear (5 Uses)
- The equipment from your Background

Choose one:

- Pair of Throwable Hatchets (Close, Near)
- Carved Spear (Close, Near) & Shield (+1 Armor)
- Finely Oiled Bow (Near, Far)

Choose two:

- Healing Potion
- Enchanted Arrows (3 Uses)
- Trap Kit (Slow, Dangerous)
- Bandolier of Vials (5 Uses)

ASK

Who here am I trying to guide or protect?

Who here uncovered a secret of nature with me?

Who here frequently quarrels with me?

ANSWER

What perilous landscape have you yet to traverse?

What treacherous foe once escaped you?

What mistake or oversight cost you dearly?

FAVOR

Initially you Favor the PC who saved you from an unexpected threat.
What kind of threat? How does it still hunt you?

ADVANCED MOVES You may choose one when you Level Up.

○ Animal Whisperer

When you approach a dangerous animal carefully and peacefully roll+WIS. On a 10+ it will not attack unless provoked. On a 7-9 you must first offer it something it wants (food, territory, etc.).

○ Athelas

When you forage for medicine and treat someone with it, roll+WIS. On a 10+ you find just what you need - heal them of 1 Condition (slow) as if you used Supplies. On a 7-9 you find something that will do for now - they are able to ignore 1 condition for the scene.

○ Backup Plans

Your Prep resets to 6 instead of 4.

○ Big Game Hunter

There is always some creature or monster nearby that needs to be dealt with. **Whenever you like**, tell the GM there is a monster in the region. Then answer three of the questions below, and the GM will answer the remaining three questions in secret.

- How big is it?
- How many are there?
- Where is its lair?
- What are its defenses?
- What can it do?
- What valuables might it have?

When you show authorities proof that the threat is dealt with, gain 3 Wealth.

○ Camouflaged

You have Advantage to Gain the Edge in the wilderness. **When you move slowly, carefully, and calmly**, you make no noise and leave no trace of your passage.

○ Favored Quarry

When you declare a specific type of creature to be your Favored Quarry (goblins, mages, ghosts, etc.), say how their kind wronged you and what you plan to do in return. Until you achieve it in full you cannot declare another Favored Quarry. Your Favored Quarry takes an extra condition from all of your attacks, can never surprise you, and is always treated as a dangerous monster to you.

○ Knowledge is Power

When you Ponder or Examine a monster or wild creature, on a 10+ gain 1 Prep.

○ Mastermind

At the start of a Flashback, you may spend 1 additional Prep to gain Advantage on all rolls made during that flashback.

○ One Shot, One Kill

When you ambush your foe with an attack, if the GM thinks you can't miss, then treat your first roll as a 12+ no matter the result. If you can miss, then treat a 6- as a 7-9, a 7-9 as a 10+, or a 10+ as a 12.

○ Prepared For Battle

When you enter a battle, gain 1 Prep.

○ Scholar of the Wilds

When you Ponder creatures, monsters or the wild, you may roll either +WIS or +INT. When you Examine a situation in the wilderness, you may roll either +INT or +WIS.

○ Scout Ahead

When you go off on your own to explore a dangerous area, roll+DEX. On a 7 or higher you make it back safely; the GM will describe what you encountered. On a 10+ choose two. On a 7-9 choose one. On a 6- choose one in addition to whatever the GM says.

- Ask the GM one question as if you rolled a 7-9 to Examine the area you explored (you can choose this multiple times).
- Bring something interesting or useful back, the GM will say what.
- You made preparations while there, gain 1 Prep.

○ Spotter

When you Cooperate with someone, if you would suffer costs or consequences from doing so you can spend 1 Prep to avoid them.

○ Tackle Box

When you search your things for an item to help with a monster or wild creature, if it's relatively cheap (1 Wealth) and common, you have it. If it's expensive, rare, or unique, you may spend 2 Prep to have it.

○ Trap Master

When you set up a Trap Kit into a trap, you and your allies can maneuver within and around it without any danger. Additionally, gain Advantage against any target while it is caught in a trap that you set.

○ Ready for Everything (Requires Level 10+)

When you use a Honed Technique, you may spend 2 Prep instead of 1 to increase the effect in the following ways:

- **Avoid:** Roll with Advantage to Defy anything.
- **Exploit:** Make an attack Pierce Armor and deal an extra condition.
- **Impart:** Message or signal someone anywhere, covertly or openly, and know their response.
- **Maneuver:** Rapidly move somewhere nearby, overcoming any number of enemies, obstacles, or environments in the way.
- **Snare:** Trap someone or something in place until you release them (you may spend your Trap Kit plus 1 Prep to use this technique).
- **Trick:** Manipulate someone nearby to act precisely how you wish.
- **Vanish:** Disappear within any environment

THIEF

You dance among shadows and rooftops, wielding guile and wit as deftly as your knife. Let the wealthy fear your name within their locked manors. Let their bumbling minions blindly search for you. You've already come, gone, taken what you wanted, and moved on to the next mark. After all, there's so much wealth in this world just waiting for you to claim it.

NAME

Examples: Dominic, Kieran, Lila, Scars, Riley, Raven, Marlow
a sly name, a grimy name, a bitter name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing.
What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Dirty Fighting

When you have Advantage on Engage, you may roll +DEX instead of +STR.

Poisoner

You've mastered the care and use of a poison. Choose one example poison from the list below, or work with the GM to create one. Poisons you have mastered are not Dangerous for you to use. When you Settle In, you can create a dose of each of your mastered poisons.

- Oil of Taggit:** Must be consumed. The target falls into a light sleep.
- Bloodweed:** Requires contact. Until they are cured, the first time the target would hurt someone each scene, they inflict no conditions.
- Goldenroot:** Must be consumed. The target treats the next person they see as a trusted ally, until proved otherwise.
- Serpent's Tears:** Requires contact. The target takes 1 extra condition when hurt until they are cured.
- Custom:** _____

Wanted

Authorities are intent on capturing you for your past crimes, whether you truly committed them or were framed.

You start with 0 Heat, and your maximum Heat is 4. The GM may increase your Heat as a consequence of another Move, usually involving public attention.

When you Push Yourself, instead of taking a condition, you may gain 1 Heat. How do you leave evidence of, or witness to, your presence?

When you reach maximum Heat, law enforcement knows where you are and are moving to capture you, the GM will decide when and how they appear. After they have been defeated, escaped from, bargained with, etc., reset your Heat to 0.

When you Settle In after covering your tracks, reduce your Heat by 1.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____
Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another playbook.
- Take a Starting or Advanced Move from another playbook.

See the full Level Up Move for more choices.

Tricks of the Trade

When you bypass security measures in order to steal something or trespass somewhere, roll +DEX. On a 10+ you do it quickly and cleanly. On a 7-9 you do it, but choose one.

- Authorities will discover your trail - gain 1 Heat.
- Someone nearby is alerted to your presence.
- There is an unexpected danger, trap, or ambush inside.

BACKGROUNDS

Choose One:

Criminal

You've lead what is easily described as a 'colorful' life. And every time you think your past is truly behind you, it once again rears its ugly head.

Gain +1 maximum Heat. When you Connect with someone from the underworld, you may treat a 6- as a 7-9.

Starting Stats: +2 DEX, +1 STR

Equipment: Hidden Knives (Intimate, Near, Infinite)

Drive: Take advantage of an ally's patience or generosity.

Treasure Hunter

You fancy yourself a delver of lost treasure. You usually come up empty-handed, but those other times make it all worthwhile.

When you Defy Traps, roll with Advantage. When you Examine, no matter the outcome of the roll you may also ask, "Is there treasure here that I don't know about?"

Starting Stats: +2 DEX, +1 WIS

Equipment: Adventuring Gear (5 Uses)

Drive: Risk yourself or another for wealth.

Trickster

Deceptions, half-truths and scams are your speciality. You might be more comfortable in another's skin than your own.

When Defying to pass yourself off as someone else, roll with Advantage.

Starting Stats: +2 CHA, +1 DEX

Equipment: A Disguise Kit (5 Uses, 2 Wealth). Spend 1 use to make yourself look like a totally different person.

Drive: Get someone to act on false information.

EQUIPMENT

You start with:

- A dose of poison of your choice
- 2 Wealth
- The equipment from your Background

Choose one:

- Collapsible Bow (Near, Far)
- Wicked Dagger (Intimate, Vicious)

Choose two:

- Flask of Whiskey (2 Uses)
- Trap Kit (Dangerous, Slow)
- Dark Leather Armor (1 Armor)
- Blowgun (Near, Reload, Use Contact Poison from afar)

ASK

Who here once committed a crime alongside me?

Who here thinks I'm scum?

Who here am I planning to trick or frame?

ANSWER

Who is the wealthiest person in the land?

What famous trick or theft made you wanted?

Who is your greatest enemy or rival?

FAVOR

Initially, you Favor the PC you owe a great debt to.

How did you come to owe them?

ADVANCED MOVES You may choose one when you Level Up.

○ Ace Up Your Sleeve

When you cheat in a game of chance, roll+DEX. On a 10+ you decide the outcome of the game. On a 7-9 you still decide the outcome of the game but choose one:

- Someone will try to get payback later.
- You're not welcome to play here anymore.
- You gain 1 Heat.

○ Appraiser

Whenever you Examine an object, you can always also ask "How much Wealth is this worth?" Additionally, Valuable items you sell are worth an additional 1 Wealth.

○ Case the Joint

When you Examine a location with the intention of breaking in and/or stealing something, instead of asking the GM any one question you may ask all of the questions below.

- What is my best way in and out?
- What's the greatest danger here?
- What's out of place here?
- Where do they keep the valuables?

○ Deep Pockets

Once per session, you can pull out something out of your pockets that you forgot about until just now, as if you had used Adventuring Gear. **When you conceal a small object on your person**, no one can find it unless you are bound, stripped, and thoroughly searched. You can conceal up to your DEX stat in items at the same time this way.

○ Honorless

When you Refuse (see Favor Moves), roll+CHA instead of +nothing. Additionally, on a 10+ you can choose none.

○ Lair

You gain a Hideout with the additional unique feature:

Safehouse - When you Settle In by covering your tracks and staying low at this Hideout you may decrease your Heat by 2 instead of 1.

○ Poison Expert

You've mastered two more poisons from Poisoner.

○ Prowler

While you move or act quietly and/or stealthily, you are generally unnoticed by ordinary NPCs and have Advantage to Defy being noticed. **When you search for a hiding space**, the GM will tell you where the best spot is.

○ Pursuer

A significant NPC now leads the effort in your capture. This Pursuer will relentlessly chase you wherever you go, and always leads the charge whenever law enforcement moves against you. **When you reset your Heat to 0 after dealing with your Pursuer**, first gain XP equal to your Heat. Next time they'll be back stronger or better prepared. **When your Pursuer is no longer able or willing to hunt you**, you temporarily lose access to the rest of this Move. **When you Settle In**, you may tell the GM that you have gained a new Pursuer and regain access to this Move.

○ Reflexes

You always act first when the action starts, even when surprised or otherwise caught off-guard.

○ Rooftop Routes

When you Gain the Edge in a chase, after the roll you may gain 1 Heat to treat a 6- as a 7-9 or a 7-9 as a 10+.

○ Suspicious Gaze

When you think something's wrong and scan your surroundings, ask the GM "Is there a trap or ambush here? If so, where would it come from?" They will answer honestly, and you roll with Advantage to thwart the trap or ambush before it can be brought to bear.

○ Tall Tales

When you tell an outrageous lie that nobody in their right mind would believe, roll+CHA. On a 10+ all nearby NPCs believe you anyway, at least until they see or hear something that convinces them otherwise. On a 7-9 they'll be fooled, but not for long.

○ The Smolder

You always look good. Even if you're wet, dirty, beat-up, or otherwise disheveled, you still look great. **When you use your impeccable good-looks and considerable charms to Compel someone**, treat them as if they Favor you, but gain 1 Heat as you are burned into their memory.

○ Trust Me

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

○ Thieves Guild (Requires Level 10+)

You have garnered a handful of like-minded accomplices. Gain a Follower with the additional Quality - **Gang**: This follower is a small group of individuals instead of a single one. If all of them are present they can assist two PCs at once. Additionally, once per session you can declare that your gang was already working on something as if they were an Assistant asset (see Page 27).

See Followers on Page 20.

WIZARD

You weave the very fabric of reality, binding chaos into order and manifesting your will upon the world. While some hope for rain, you conjure stormclouds. While others travel for weeks between cities, you step between worlds in a blink. Some may fear and revile you for your gifts. They do not know what magic is truly out there, or how yours is safer by far.

NAME

Examples: Starlight, Galadir, Mortimer, Xeno, Draft, Steburis, an alliterative name, an alien name.

LOOK

Noticeable visual traits or descriptors such as species, features, or clothing. What are the first things someone might notice about them?

DRIVE

Starts based on your Background.
Can be changed with the Epiphany Peripheral Move.

STARTING MOVES

You have all of these.

Invoke a Spell

When you unleash your magical talents, choose a Spell you know and roll+SPELL. On a 10+ you successfully evoke the Spell and its effects come to pass. On a 7-9 the Spell is still successful but choose one consequence from the list below.

- The Spell's Risk manifests as well.
- The Spell's magic drains you. You take -1 Ongoing to Evoke Spells until you next Settle In.
- Using it puts you in danger or draws unwanted attention, the GM will say how.

You start with 2 Spells known. **When you Level Up**, you can choose to Learn a New Spell instead of another benefit.

SPELL: _____ Determined by a Wizard's Background.

Prestidigitation

You can easily invoke minor magical effects without issue. Slowly moving small objects, creating minor obvious illusions, generating mild heat and sources of light, and other similar feats are all easily within your power without Evoking a Spell or performing a Ritual.

Ritual

When you set out to achieve a powerful magical effect, tell the GM what you're trying to achieve. Any and all Ritual effects are possible, but the GM will give you 1 to 4 of the following conditions (separated by "ANDs" and "ORs"):

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require _____.
- The effect will be unreliable or limited.
- You and your allies will risk _____.
- You'll have to destroy _____ to do it.

When you perform a Ritual while accessing a source of great magical power, you may ignore one requirement of your choice.

Choose your Background, then in write the rest as +1, 0, -1 in any order

STR
<input type="radio"/>

Weakened, Nauseous

DEX
<input type="radio"/>

Dizzy, Shaky, Stunned

INT
<input type="radio"/>

Dazed, Forgetful

WIS
<input type="radio"/>

Confused, Exhausted

CHA
<input type="radio"/>

Scarred, Grumpy

Level _____
Starts at 1

XP _____
Starts at 0

Armor _____ / _____

Based on Equipment & Abilities

Limited Level Up Choices:

- Increase a stat of your choice from +1 to +2.
- Increase a stat of your choice from +1 to +2.
- Take a Starting or Advanced Move from another playbook.
- Take a Starting or Advanced Move from another playbook.

See the full Level Up Move for more choices.

BACKGROUNDS

Choose One:

Scholar

You've earned your power through sleepless years of study, effort, and exploitation.

You get twice as many uses out of Bags of Books.

When you Ponder using a Book or Bag of Books, the GM will always give you an additional piece of interesting (but not necessarily useful) information about the book's subject.

SPELL Stat: INT

Starting Stats: +2 INT, +1 WIS

Equipment: Supplies (3 Uses, Slow)

Drive: Reveal scholarly, magical, or ancient secrets.

Seer

Whether it be due to birth, circumstance, or utter enigma, magic is as natural as breath to you.

Whenever you'd like, ask the GM "what here is magical?" They will tell you truth.

SPELL Stat: WIS

Starting Stats: +2 WIS, +1 CHA

Equipment: Adventuring Gear (5 Uses)

Drive: Use magic in a reckless or unnecessary way.

Sorcerer

You learned your magic from an otherworldly entity. Who are they? What do you owe them? What do you think their agenda is?

When you use the symbol of your patron, they immediately appear before you to bargain. Initially, you and your Patron Favor each other, but nothing from them is entirely without cost.

SPELL Stat: CHA

Starting Stats: +2 CHA, +1 DEX

Equipment: Flask of Whiskey (2 Uses) and a symbol of your patron (what does it look like?)

Drive: Advance your patron's agenda or avoid an inquiry into your activities.

EQUIPMENT

You start with:

- Spellcasting Tools or Oddments
- The equipment from your Background
- Bag of Books (5 Uses)

Choose one:

- Light Leather Armor (1 Armor)
- Peculiar Robes and a Healing Potion

Choose two:

- Glowing Staff (Close, Heavy)
- Pipeleaf (3 Uses)
- Simple Crossbow (Near, Distinctive, Reload)
- Bandolier of Vials (5 Uses)

ASK

Who here is learning more about my magic?

Who here do I give frequent unwanted advice to?

Who here thinks my magic is too dangerous?

ANSWER

What did/do you miss due to your magic?

What mystery are you close to uncovering?

What happens when your magic goes haywire?

FAVOR

Initially you Favor the PC you did a Ritual with.

What was the ritual? How did it change things?

ADVANCED MOVES You may choose one when you Level Up.

Advise

When another PC comes to you for advice and you honestly tell them what you think is best, they gain Advantage Forward to do as you suggest.

When you give sound advice to a receptive NPC, roll+CHA. On a 10+ they follow your advice as best they can and appreciate it enough to Favor you. On a 7-9 they follow your advice as best they can. On a 6- they either act against your advice or need your help; the GM will say which and how.

Arcane Ward

You have +1 Armor against spells and magic.

Assimilate *(requires Dispel Magic or Counterspell)*

When you Push Yourself to Dispel Magic or Counterspell, on a 7+ you can absorb and store the magical effect for later. The magic can then be released like Evoking a Spell, after which the stored magic dissipates. If you release the stored magic immediately after absorbing it, you can Evoke with Advantage. You can only store one magical effect at a time.

Counterspell

When you attempt to counter magic as it is being cast, roll+SPELL. On a 10+ the magic is successfully countered and doesn't come to pass. On a 7-9 the magic is countered but choose one.

- You can't use magic for a short time.
- The unraveled magic causes some collateral damage or side effects.
- It's only partially countered, a weaker version manifests instead.

Coven

When you Connect with a magical being, on a 7-9 you make the choice instead of the GM. Additionally, no matter the roll, gain Advantage Forward when dealing with that NPC or their problems.

Dispel Magic

When you unravel a persistent magical effect, roll+SPELL. On a 10+ choose 3. On a 7-9 choose 2.

- The dispel is permanent.
- A weaker version of the magic doesn't linger.
- The dispelled magic doesn't react or lash out.
- It only takes a moment.

Equivalent Exchange *(cannot take Wild Mastery)*

When you Push Yourself to Evoke a Spell, your Spell becomes Greater.

Even Further Beyond

Choose a single Spell - it is always Greater by default. Furthermore, if it would become Greater again, then its effects increase even more; the GM will say how.

Familiar

You have a magical companion as a Follower (see Followers on Page 20). This companion has an additional Quality - **Magical**: You may use your familiar in place of yourself for the purposes of Spell effects and requirements (touch, sight, range, etc.).

Ritual Master

When you set out to perform a Ritual, you may ask the GM where the nearest source of great magical power is and they will answer you honestly. Additionally, sources of great magical power let you ignore two Ritual requirements instead of one.

Sanctum

When you Settle In, you can create your own place of power for the purposes of the Ritual Move. Describe to the GM what kind of power it is and how you're binding it to this place. In return, the GM will tell you of someone or something that will have an interest in your activities.

Showoff

When you wow an audience with a display of your magic, roll+SPELL. On a 10+ choose 2. On a 7-9 choose 1.

- An NPC you name is present among the crowd.
- Your allies have Advantage Ongoing against the crowd while you keep them focused on you.
- You are given a gift equivalent to 1 Wealth.

Spellbook

When you Settle In, you can exchange one known Spell for another.

Wild Mastery *(cannot take Equivalent Exchange)*

When you Evoke a Spell, on a 10+ you may treat it as a 7-9 to make the Spell Greater.

Multitasker *(Requires Level 10+)*

You can maintain up to two Ongoing Spells at a time.

Unlimited Power *(Requires Level 10+)*

When you perform a Ritual, you may take a condition as if you Pushed Yourself to ignore one of its requirements. You may do this multiple times.

WIZARD SPELLS

You start with two known Spells. See the Evoke a Spell Starting Move on Page 75 for details.

Only one Ongoing Spell or Miracle can normally be maintained at a time, though you can still use other Spells that aren't Ongoing. You can stop an Ongoing Spell any time.

The Risk of a Spell usually only happens when you choose it on a 7-9, but something similar or worse may happen on a 6-.

A Spell is only Greater when certain Advanced Moves say so.

○ Charm (Ongoing)

A creature you touch is bewitched into treating you as a trusted friend, and they Favor you for as long as the Spell lasts. Once the Spell ends, they know the effects of your magic.

Risk: The entranced creature, though your friend, still doesn't Favor you deep down.

Greater: They don't remember the effects of your magic when the Spell ends.

○ Darkness (Ongoing)

A nearby area you designate is blanketed by supernatural darkness while the Spell lasts. Torches, lanterns, and other mundane lights within the area are also snuffed out.

Risk: Something appears alongside the darkness; the GM will say what.

Greater: Even magical lights cannot pierce the darkness.

○ Entangle (Ongoing)

The legs of a nearby creature, or close group of creatures, becomes ensnared by roots, webs, or magical bindings.

Risk: They can break free with a few moments of concentrated effort.

Greater: The Spell also hurts them via thorns, choking, poison, etc., usually inflicting a condition.

○ Fireball

You send forth a mighty ball of flame that envelops your target and everyone near it, hurting them (Fiery, Area).

Risk: The blast effects either much more or much less than anticipated, the GM will say.

Greater: The fireball inflicts an extra condition.

○ Forcecage (Ongoing)

A nearby creature is held immobile in an unbreakable forcefield. While the Spell is Ongoing the caged creature cannot be harmed and can detect your thoughts. You cannot leave sight of the cage or it will vanish.

Risk: You cannot act while the Spell is Ongoing (besides dismissing it)

Greater: The cage is large enough to also encompass those within a few paces of the target.

○ Guardian (Ongoing)

You conjure a being of magical energy (see Followers on Page 20). By default it is a Warrior with the Brutality cost, looks like a ghostly humanoid, and attacks your enemies relentlessly. Your Guardian persists until destroyed, dismissed, or you conjure another. Choose two features:

- **Adaptable:** It takes the form of a previously-encountered creature of your choice.
- **Skilled:** It gains another Quality. You can pick this multiple times.
- **Disciplined:** It intelligently obeys your orders.

Risk: The construct also gains the Unstable cost (They can sometimes be a danger to you, and you have to be prepared to put up with that.)

Greater: You can choose an additional feature.

○ Immunity (Ongoing)

Name one specific source of harm, such as burning, cutting, lightning, poisonous gas, or mundane projectiles; for as long as this Spell is Ongoing, you are immune to harm from that source (as well as any secondary effects; choking smoke, hypothermia, etc.).

Risk: You gain +2 Armor against it but are not immune.

Greater: Nearby allies are equally protected.

○ Invisibility

You or an ally you touch becomes invisible for the scene or until they attack.

Risk: Either one creature can still see them clear as day, or anyone perceptive enough might notice a shimmer; the GM will say which.

Greater: The effect is Ongoing and persists after attacking. It still only lasts for the scene.

○ Magic Missile (Ongoing)

You conjure magical bolts that you can shoot at your enemies (Near, Distinctive, Piercing). While this is Ongoing, you can Let Fly by rolling+SPELL instead of +DEX. Gain Advantage Forward to Let Fly.

Risk: The missiles aren't Piercing.

Greater: Your missiles gain the Far and Forceful tags.

○ Mind Meld

You form a telepathic bond with a creature you touch, allowing you to share thoughts and emotions across any distance. You can only have one bond at a time, and may dismiss it whenever you like.

Risk: When one of you suffers a condition that isn't absorbed by Armor (other than from Pushing Yourself) so does the other, though they don't have to be the same condition.

Greater: You can also share vision and other senses through the link.

○ Mirror Image

You conjure two nearby illusory duplicates for the scene that mimic your actions and appearance. Each illusion counts as +1 Armor against physical harm and cannot be Pierced, but can be bypassed through Area attacks. When you use an illusion's Armor it dissipates. When you Evoke this Spell again all previously conjured duplicates dissipate.

Risk: The illusion is flawed, and can be bypassed with Piercing attacks.

Greater: You conjure three illusory duplicates instead of two.

○ Polymorph (Ongoing)

Your touch transforms a willing creature into another non-magical creature until the end of the scene. Work with the GM to determine the strengths, adaptations, and weaknesses of the new form.

Risk: The creature's mind will be altered too, or the form has an unintended and unforeseen quality - the GM will say which and how.

Greater: The change continues until you release it, or the target doesn't have to be willing, your choice.

○ Sleep

A single powerful creature or a small group of weaker creatures that you can see falls asleep. Only creatures capable of sleeping are affected, and they will awake if disturbed (noise, jostling, pain, etc.).

Risk: The effect is fleeting and they will awaken soon.

Greater: It affects two powerful creatures or a large group of weaker creatures.

○ Spellblade (Ongoing)

You conjure a weapon of pure magic, describe it and give it one or two range tags and Piercing.

Risk: The weapon isn't Piercing.

Greater: The weapon also has 2 traits from the Signature Weapon enhancements. See Page 29 for information on Signature Weapons.