

NAME

LOOK

Elf: Iauron, Meliman, Ceremollon, Revion, Morfindiel, Nessel, Gwestria, Raina, Faelda, Leolanda

Serious Eyes, Sad Eyes, Piercing Eyes
Balding, Braided Hair, Combed Hair

Human: Amphill, Alekenekelo, Bront, Athelward, Willhelm, Annette, Elise, Alexandra, Oleisia, Patrice

Clean and Simple Robes, Ward-signed Robes, Burlap Robes
Portly Body, Gnarly Body, Saggy Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



CURRENT MAX

YOUR MAX HP IS 4+CONSTITUTION

ALIGNMENT/DRIVE

GOOD

Protect someone from harm at some cost to yourself.

NEUTRAL

Resolve a conflict without resorting to violence.

LAWFUL

Destroy or banish a chaotic enemy.

RACE/BACKGROUND

ELF

You are a Tree Warden. While in a wooded area, you have +1 armor.

HUMAN

You are cautious. You may cast the level 1 wizard spell *Alarm* as if it were always memorized.

STARTING MOVES

INVULNERABILITY SPHERE (INT)

When you have time to prepare, choose two immunities you currently have ready from the list below. When you cast a spell to protect yourself with the sphere, roll +INT. *On a 10+, gain 3 protection. *On a 7-9, gain 2 protection. Each time you would take damage which you have immunity to, you may spend protection to ignore the damage entirely. While this spell is ongoing, take -1 to cast a spell and you have +1 armor for each protection you currently have. You may only have one invulnerability sphere active at a time.

- Fire
- Cold
- Electricity
- Acid
- Piercing
- Slashing
- Blunt
- Poison
- Psychic
- _____
- _____

BONDS

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

_____ is always getting into trouble and requires my protection.

I have saved the life of _____ though they are ungrateful.

I am not sure I can trust _____ until they prove it.

I owe _____ my life for saving me from certain death.

MAGICAL DEFENDER (INT)

When you cast a spell in defense of a person, item, or location under attack, roll +INT. *On a 10+, hold 3. *On a 7-9, hold 1. Spend hold as if you were using the Defend move with a range of *near* and describe what your magical defense looks like.

ABJURER'S COUNTERSPELL (INT)

When you weave magic to deflect or dispel magic, roll +INT. *On a 10+, the magic is deflected or dispelled. *On a 7-9, the GM will offer you a hard bargain, lesser result, or unfortunate consequence.

GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight) and sturdy robes.

Choose your weapon:

- Cestus (close, 0 weight) and a Net (near, entangling, weight 1)
- Mace (close, 1 weight)

- Cold-Iron Banded Staff (close, two-handed, 1 weight)

Choose one:

- 3 healing potions and 1 antitoxin (1 weight)
- Enchanted Tattoo (0 weight) one time when you would be dealt a killing blow, instead destroy this tattoo and you have 1 hit point remaining

ADVANCED MOVES

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

WARDING

When you draw a magic circle that wards against a creature type, such as undead, goblins, or others, pick 3 and roll+INT.

- It can't enter the warded area.
- It can't leave the warded area.
- Its senses can't pierce the ward.
- Its magic can't pierce the ward.

On a 7-9 the GM decides in secret which one of the three didn't work. While this spell is ongoing, take -1 to cast a spell. If you choose senses and magic as options, the warded area is also immune to magical scrying.

STALWART INVULNERABILITY SPHERE

Prepare two more invulnerabilities from the list on Invulnerability Sphere.

PUNISHING DEFENSE

Any time you negate damage from an attack using Invulnerability Sphere or Magical Defender, you may spend another protection to redirect that damage to an enemy.

ABJURER'S REFLECTOR

When you use Abjurer's Counterspell you may choose a new target for the spell.

SHARED SPHERE

You may spend protection on an ally when using Invulnerability Sphere to protect both of you. One point of protection protects both of you.

BANISH

When you cast a spell to banish a demon or other outsider from this reality, roll+INT. On a 10+ they are banished from this reality for now. On a 7-9 it resists your spell but is now locked in a battle of wills with you. You may cast the spell again or relent. You almost certainly have its attention.

IMPRISON

When you cast a spell to imprison a creature, roll+INT. On a 10+ the creature is imprisoned by magical means such as a cage of energy, a circle of wards, or spectral chains. On a 7-9 the creature is imprisoned, but only for a few moments. While a creature is imprisoned it hears your thoughts and you may not cast spells.

ARCANE LOCK

You magically lock two objects you touch together as if by powerful magical force. Take -1 to cast a spell while this spell is ongoing.

DISARMING FORCE

When you cast a spell to disarm someone, roll+INT. On a 10+ the enemy drops their weapon. On a 7-9, disarm but you draw unwanted attention.

FORCEFUL DISSIPATION

When you spend the last of your hold on Invulnerability Sphere, you knock down enemies around you dealing class damage.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

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

PERFECT INVULNERABILITY SPHERE

Requires Stalwart Invulnerability Sphere

Prepare two more invulnerabilities from the list on Invulnerability Sphere. Gain another point of protection when using Invulnerability Sphere.

SHELTERING SPHERE

You may cast your Invulnerability Sphere on a place or area. For each one protection you spend, you may protect two things in the area. You could protect a hut and an ally from a fire for example.

ETERNAL PRISON

Requires Imprison

Imprison a target for eternity, but the GM tells you the requirements and conditions such as a true name, ritual, blood of the target, or anything else.

NULLIFY

Create an area where magic doesn't work. You may not cast spells while this area remains active.

ERUPTING DISSIPATION

Requires Forceful Dissipation

As Forceful Dissipation but you may deal the damage of the last attack you spent protection to avoid, to all enemies in the area.

WALL OF IMPENETRABLE FORCE

You create an impenetrable barrier of force which is anchored between two surfaces. You may cast no other spells while this spell is ongoing.

CONSUME ENCHANTMENT

When you use Abjurer's Counterspell, you may heal 2d8 damage or store the spell as if you memorized the spell like a wizard. You may store up to 3 spells.

SANCTIFIED STRUCTURE

Requires Warding

You may cast Warding on an entire building against a creature type.

CONTINGENCY

Set a condition and a magical response. For example "When I die, use Eternal Imprisonment on whatever killed me." The GM will require a ritual and possibly special materials to cast the Contingency. The Contingency is then ready with the condition and response you set until you spend time to change it. You may only have one contingency at a time.

MULTICLASS MASTER

Get one move from another class. Treat your level as one lower for choosing the move.

MAGICIAN

Get one move from the Wizard class list.