

NAME




LOOK

Human: Priscella, Ortin, Meloch, Zan, Faust, Belladonna, Prill, Mist, Felton, Gale
Orc: Glenk, Sern, Heggon, Arda, Shagar, Batul, Trusk, Gulg, Mrgen, Pergh, Telk
Goblin: Rixlee, Bazix, Calenky, Azgalek, Bellig, Rizzbee, Kalix, Fizztil, Akronel

Angry eyes, dark eyes, reptilian eyes
 Pointy hat, long black hair, curly brown locks
 Ratty rags, flowing robe, leather and furs
 Plump body, lean body, skin and bones

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

ALIGNMENT/DRIVE

 GOOD

Harvest evil souls.

 CHAOTIC

Destroy a symbol of oppressive religion.

 EVIL

Subdue the weak.

STARTING MOVES

PERFORM RITES

When you spend an hour or so performing your pagan rites, you gain *dark favor* equal to your level. Any currently ongoing curses are lifted. You may use your dark favor to cast any curses that you know. You may also spend dark favor for some of your advanced moves. When you spend dark favor, you will need to perform rites again to regain it. You start knowing all minor curses and three additional curses. Whenever you gain a level, you learn a new curse.

CURSE (CHA)

When you point a finger at a creature you can see and whisper a curse, roll +CHA.

*On a 10+, the curse afflicts your target. *On a 7-9, the curse succeeds, but choose one:

- You draw unwelcome attention or put yourself in a spot. Your GM will tell you how.
- Reduce your dark favors by one until you can Perform Rites again.
- Your curse has undesired side effects. Your GM will explain them
- Your curse is either more or less powerful than desired. Your GM will explain the result.

Each curse you maintain requires the number of dark favors equal to its level (minor curses are free). The effects of a curse are ongoing until it is lifted. When you remove a curse, you recover the dark favor used for the curse. Each target may only be afflicted by one curse at a time.

BREW POTION

When you make plans to brew a potion, tell the GM the effects of the potion you are trying to create. Any effect is possible, but the GM will select one to four of the following conditions.

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require a lot of money.
- The best you can do is a lesser version, unreliable and limited.
- You'll only be able to create a small amount.
- While you make the potion, there's a risk of _____.

ANIMAL ASSISTANTS

Select a type of small animal, such as a bat, rat, toad, cat, owl, etc. You may communicate with this type of animal in its language. Whenever one of its kind is nearby, it is friendly toward you and will perform small tasks for you that don't threaten its safety.

MY COVEN AND ME

You belong to a group of like-minded individuals, your coven. Every covener bears an identifying mark. Describe yours. If someone recognizes your mark, you can use this knowledge as leverage when you Parley with them.

RACE

 HUMAN

When you closely study another human to discern realities, you may use CHA instead of WIS.

 ORC

You're a big one, aren't you? Your damage is d6 and your HP is 6 + Constitution.

 GOBLIN

You know your way around the underbelly of a city. Whenever you are in the sewers or a cellar, the resident vermin (rats, bats, etc.) will assist you if they can.

BONDS

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

_____ is cursed but doesn't realize it.

_____ has a good reason not to trust me.

I believe _____ will be useful to me.

I'm sure _____ belongs in my coven.

THE PAGAN

VO.5 (BY BARRETT ALEXANDER)

LEVEL XP

GEAR

Your load is 9+STR. You start with a cauldron (1 weight) and dungeon rations (5 uses, 1 weight).

Choose your weapon:

- Dagger (Hand, 1 weight)
- Broom (Close, two-handed, 1 weight)
- Blow dart (Near, 1 weight) and a bundle of needles (5 ammo, 1 weight)

Choose one:

- Healing potion (1 weight)
- 3 antitoxin (0 weight)

Choose your defenses:

- Hide armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves. You also learn a new curse with each level gained.

CACKLE (CHA)

When you tilt your head and let loose a blood-curdling cackle, lesser creatures that are hearing your voice for the first time cower in fear.

FAMILIAR (CHA)

Requires: Animal Assistants

When you ask an animal assistant to serve you as a familiar, roll +CHA. *On a 10+, the creature will serve you loyally until its death. *On a 7-9, the animal will serve you, but choose one.

- It is skittish around combat and danger.
- It's not particularly intelligent and sometimes misunderstands you.
- It resents its servitude. One day it will betray you.

You may have only one familiar at a time. If you are directly responsible for the death of your familiar, take -1 forward to gain a new familiar.

IMPROVED RITES

When you Perform Rites, you gain +1 dark favor.

FLYING BROOM (DEX)

When you leap onto a flying broom, state your destination and roll +DEX.

*On a 10+, choose 2. *On a 7-9, choose 1.

- You arrive safely.
- Your arrival doesn't draw unwanted attention.
- Your broom wasn't damaged during the journey.

DEVIL'S SHIELD

You may spend dark favor, one for one, to reduce any damage you take.

FAVORED CURSE

Choose your favorite curse. It now requires one less dark favor.

MAGICAL ADEPT (CHA)

Choose one spell from the Cleric or Wizard spell list. You may cast the spell as long as you have the number of dark favor equal to its level available.

When you cast the spell, roll+CHA. *On a 10+ you cast the spell. *On a 7-9 you cast the spell, but choose one.

- Spend dark favor equal to its level.
- You forget the spell and cannot cast again until you perform rites.
- You draw unwelcome attention or put yourself in a spot.

DEVIL'S ERRAND

Once per day, when you send an evil creature to the Black Gates of Death, you may ask for a task. If you do it, mark experience.

HOT FROM THE COVEN

When you first enter a settlement where your coven has a presence and you seek out members, roll+CHA. *On a 10+, hold 2. *On a 7-9, hold 1.

While in the settlement, you may spend your hold on any of the following.

- Get a meal and safe place to rest.
- Gain access to someone important or powerful.
- Start a rumor that will spread through the settlement.

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

POPPET (CHA)

When you have taken a token (such as a lock of hair or a scrap of clothing) from a creature, you may construct a doll that crudely resembles the creature. Roll +CHA. *On a 10+, hold 3. *On a 7-9, hold 1. You may spend your hold to make moves against the poppet as if it were the creature.

IMPRESSIVE RITES

Replaces: Improved Rites

When you Perform Rites, you gain +2 dark favor.

COMMERCIAL PILOT

Requires: Flying Broom

When you fly on your broom, you may take a passenger.

WAR BROOM

Requires: Flying Broom

You can fly without using your hands, leaving you free to make additional moves before you arrive at your destination.

MAGICAL DOYEN (CHA)

Requires: Magical Adept

Select a second spell from the Cleric or Wizard spells.

LESS FAMILIAR FAMILIAR (CHA)

Replaces: Familiar

You may ask any type of animal to serve as your familiar.

MASTER BREWER (INT)

When you want to make a potion to store the effects of a curse you know, the only condition is you must spend the dark favor equal to its level + 1. When you brew the potion, roll+INT. *On a 10+ choose 2. *On a 7-9 choose 1.

- It may be used like a poison with the touch tag.
- It is stable and doesn't have the dangerous tag.
- Its effects will last longer than a couple of minutes.

DOUBLE CURSE

When you curse a target, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may apply a second curse on the target.

LASTING CURSE

When you call upon a place or symbol of great power to make a curse permanent, spend the dark favor and roll+CHA. On a hit, the curse becomes permanent. Once permanent, only you may reverse its effects. *On a 7-9, the curse is unstable and behaves unpredictably.

DEVIL'S BARGAIN (CHA)

When you summon an entity while performing rites, roll +CHA. *On a 10+ you may ask the entity to perform a favor for you. *On a 7-9, you may still request a favor, but it will ask for something in exchange.

TOIL AND TROUBLE (WIS)

When you read the omens and foretell a person's fate, roll+WIS. *On a 10+, your prediction will come to pass. *On a 7-9, the GM's loose interpretation of your prediction will occur.

MINOR CURSES

PEST

0 FAVOR

Name a tiny, biting winged insect, such as a midge, mosquito, gnat, gadfly, etc. A small swarm of these insects molests your target until the curse is lifted.

ALLERGIES

0 FAVOR

Name a type of plant or animal. Your target is mildly allergic to it as long as the curse is active. Symptoms may include a rash, sneezing, itching, red eyes, etc.

TINNITUS

0 FAVOR

Your target hears a persistent buzzing sound. It isn't distracting enough to interfere with your target's hearing, but it is annoying.

BAD TASTE

0 FAVOR

Everything that your target eats has a foul taste. It isn't so bad as to be inedible, but it is unpleasant.

ACHE

0 FAVOR

Choose a small area on your target's body (tooth, finger, toe, ear, etc.). The target feels an aching pain in that area while this curse is active.

FILTH

0 FAVOR

The target leaves a filthy residue on whatever it touches.

FIRST LEVEL CURSES

WOUND

1 FAVOR

Painful wounds open across the target's body, making your target especially vulnerable to injury. Add +1d4 to any damage the target takes while it is cursed.

HESITATE

1 FAVOR

The target hesitates whenever it attacks. Describe what causes this hesitation. The target takes -1 ongoing to its damage rolls until the curse is lifted.

HINDER

1 FAVOR

You hinder one of the target's abilities. Describe how the curse affects the chosen ability. For example, if the creature is scarred, your curse may have caused ugly boils to appear on its face and hands. If it is now unsteady on its feet, perhaps your curse shrunk down the size of its feet.

BLOAT

1 FAVOR

The target's body swells with fluid, causing severe discomfort. In some cases, the target's clothing or armor will rip or fall off.

EMPATHIZE

1 FAVOR

Whenever you suffer physically or emotionally, your target experiences a portion of the suffering as well. When the harm to you reduces your hit points, your target takes half as much damage as you did.

FRIGHTEN

1 FAVOR

The target fears you. Its reaction is up to the creature: flee, hide, cower, beg, panic, fight, etc. You may use this fear as leverage if you parley with it.

GENEROSITY

1 FAVOR

The target feels incredibly generous. It pays 1d4+1 times as much as it should each time it pays for goods or services while cursed.

THIRD LEVEL CURSES

MESMERIZE

3 FAVOR

The target is fascinated by you and will not break eye contact with you while this curse is in place. You do not need to maintain eye contact with the target, however.

STUMBLE

3 FAVOR

The target appears to become intoxicated. Everything it holds gains the clumsy tag and it struggles to accomplish ordinary tasks.

SCAPEGOAT

3 FAVOR

Any creature in the area that is angry with you or intends to harm you believes instead that the target is actually to blame. The creatures redirect their feelings and respond appropriately based on their relationship with the target.

DISFIGURE

3 FAVOR

The target's physical features melt and distort, making them unrecognizable to even their closest friends.

TONGUE-TIE

3 FAVOR

The target loses the ability to speak coherently. The target can still understand conversation but cannot communicate to others verbally.

PHOBIA

3 FAVOR

Name a general category of phobia (fire, spiders, open spaces, clowns, etc.). While this curse is active, your target is afraid of the thing you name. It is up to the target how it responds to this fear.

CURSED PHRASE

3 FAVOR

Choose a phrase of up to three words. Whenever your cursed target utters this phrase, it experiences searing mental anguish and takes 2d4 damage, ignoring armor.

BEFUDDLE

3 FAVOR

The target becomes confused and filled with self-doubt. How it reacts to the confusion is up to the target. It may react to the curse with indecision, frustration, rage, despondency, etc.

PAGAN CURSES

FIFTH LEVEL CURSES

- ERASE** **5 FAVOR**
While the target is afflicted, it forgets an important event or fact of your choice.
- CHARM** **5 FAVOR**
The target considers you a close friend. This curse is lifted as soon as the target is harmed.
- COPY** **5 FAVOR**
Your appearance matches the form and appearance of your target exactly, but your behavior may not. Taking on a new form can be overwhelming, so it may take some time before you acclimate to it. Over time, as you adjust to your new form, you may begin to learn some of the abilities associated with it. Your GM will describe what moves become available to you.

- TRANSFIGURE** **5 FAVOR**
You may alter your target's appearance (but not form) in any way you wish. The changes do not affect any of the target's stats.
- EVIL EYE** **5 FAVOR**
While your target is afflicted with the Evil Eye, it becomes incredibly unlucky. Seemingly anything that could go wrong for the target does.
- WEAKEN** **5 FAVOR**
The target is weakened. It can't hold anything heavy for more than a few seconds, and even the simplest physical tasks exhaust it.

SEVENTH LEVEL CURSES

- SIPHON** **7 FAVOR**
You drain the target's ability to perform a move of your choice. You may use the move until the curse is lifted, but if the move involves ability modifiers, you use yours.
- DEPRIVE** **7 FAVOR**
The target loses its sense of sight, hearing, smell, touch, or taste. Choose one.
- WITHER** **7 FAVOR**
Choose one of the target's appendages. It wilts and becomes useless for the duration of this curse.

- FASTEN** **7 FAVOR**
The target is fastened to an object of your choice and cannot remove itself from the object until you lift the curse.
- AGE** **7 FAVOR**
You may alter the target's age, younger or older, by up to a third of an average lifespan for its kind. The aging process does not instantly kill a very old or very young creature, but it does affect the creature in every other way such a change would.

NINTH LEVEL CURSES

- TRANSMOGRIFY** **9 FAVOR**
You may transform the target into a harmless creature. The target acquires all the weaknesses and strengths of its new form. Describe the form the target takes. The curse is lifted immediately after the altered form takes damage.
- FRAGILITY** **9 FAVOR**
You make the target's body incredibly fragile. Any attacks against the target gain the messy tag and even the target's ordinary actions may have messy consequences.
- DAMNATION** **9 FAVOR**
Your target believes that it has died. Its soul suffers the full experience of death and its body will resemble a corpse until the curse is lifted. While the curse is active, however, the target may not be truly killed.
- TRUTHTELLER** **9 FAVOR**
Whenever your target tells a lie, it suffers debilitating pain.

- HUNGER** **9 FAVOR**
Your target develops an obsessive and insatiable appetite for the type of object you describe. It will forgo everything else while it attempts to satisfy its craving.
- PETRIFY** **9 FAVOR**
You turn the target into stone until the curse is lifted. While transformed, the target is completely aware of its surroundings.
- INFECT** **9 FAVOR**
Choose a curse that requires 3 or less favor. Your target gains a contagious version of this curse and will pass it to any creature it touches. Secondary creatures suffer the full effects of the curse for a short while. Secondary creatures are contagious as well, but the duration of the curse is halved with each step removed from the originating victim.

PAGAN CURSES