

STARTING MOVES

You start with these moves:

CURSED TO WANDER

Your spirit is doomed to eternally wander the material plane, finding no solace in death. When you draw your last breath, on anything other than a 10+, you're coming back in another body. On a 7-9, you choose the race or the sex. On a miss, the GM chooses both. Either way, ask the GM if you want more details; they may ask you back.

- Replace the playbook and any Moves granted by *It Came With The Body* with new ones.
- Swap two of your stats.
- Ask the GM if you get new starting gear or not.

Shortly afterwards, you'll find yourself nearby in your new body.

IT CAME WITH THE BODY

Choose a playbook not in use to reflect your new body's training. Pick one Move from that playbook of your level or lower; until you next reincarnate you may use it as if it were one of your own.

NOT MY FIRST RODEO

You've been doing this so long you can't even remember how many bodies you've worn. When you use Spout Lore, you always treat a miss as a partial success. When you Discern Realities, you take +2 forward when acting on the answers, and you may add "What in a past life does this remind me of?" and "Was that me?" to the list of questions.

IMMUTABLE SOUL

Your mind might be fuzzy, your body a bit alien, but your soul is always the same. Choose *Eternal Archetype*, *Muscle Memory*, or *Moment of Recognition*.

ETERNAL ARCHETYPE

Choose a playbook not in use as an archetype playbook; any who recognize your soul will recognize you as the Eternal Warrior, Archmage, Trickster, or similar archetype. You may choose from this playbook's Moves as if they were your own, regardless of your current body, and you never lose them to reincarnation. When you first take this Move, take two starting Moves from your archetype playbook. Be warned, however, that the Eternal Archetype always has an Eternal Foe, who either seeks the mantle or to destroy it.

MUSCLE MEMORY (WIS)

When you wake up after making camp, roll+WIS. On a 10+, choose a Move from any playbook that you have at least one Move from (except this one) that you are eligible for; until you make this roll again you have that Move. On a 7-9, the GM will choose the Move for you, from any playbook they please.

MOMENT OF RECOGNITION (WIS)

Whenever you mark XP on a miss, roll+WIS. On a 10+, you remember something – or your current body does – of use; take +1 ongoing. On a 7-9, it's of limited utility, unexpectedly traumatic, or confusing; take +1 forward and the GM will tell you how you are affected.

ADVANCED MOVES

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

AWAKENED SOUL

Gain a new Move granted by *Immutable Soul*.

LINGERING ENTANGLEMENTS (WIS)

When you meet someone who might recognize your current body, roll+WIS. On a 10+, choose one and take +1 ongoing while they don't know any better. On a 7-9, choose one, but the GM will tell you something unpleasant.

- They feel love, respect, or a similar emotion for you.
- They feel fear, anger, or a similar emotion for you.
- You offering to leave counts as leverage on them.

THE PROMISE OF THE PREMISE

Gain any starting Moves from your archetype you don't already have. Take +1 ongoing when you fulfill the premise of your archetype; if you roll a miss while using this bonus, you lose it until you next Make Camp, and the Eternal Foe will discover you soon.

FINAL GESTURE (CON)

When you take a blow that would normally kill you, you can shrug off the pain and delay your death, for long enough to get up and make one final Move. Then you reincarnate as normal.

DEATH MY OLD FRIEND

Death no longer holds any terror for you. When you Spout Lore about it, you always know something useful and interesting. And when someone you can touch takes their Last Breath, you may decide before they roll to take the consequences yourself; treat the result as a 10+ for them, and as their roll for you.

SOULBOUND THING

Choose one thing you possess. Whenever you reincarnate, your soulbound thing finds you, one way or another, as soon as possible, however implausibly.

ALL MUST END (WIS)

When you look someone in the eyes and remind them of their own mortality, roll+WIS. On a 10+, they are overcome by a sense of futility; you take +1 ongoing against them when preying on that. On a 7-9, the GM will also tell you how you've attracted unwanted notice from death's servants.

SPARK OF RECOGNITION

When you are sure you've encountered this situation before in another life, roll+WIS. On a 10+, tell the GM if you fought or fled last time, and take +1 ongoing to do the same now. On a 7-9, the GM will also offer you a hard bargain or an ugly choice.

LIKE A BAD PENNY (WIS)

When you begin a session, roll+WIS. On a 10+, hold 2. On a 7-9, hold 1. You may spend one hold to be wherever you are needed, if it's even remotely plausible. Spend another hold to not be trapped, in a bad position, or otherwise at a disadvantage when you do.

MASTER MOVES

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

APOTHEOSIS

From now on, choose a Move from your archetype whenever you take a Move from this playbook. When you are fulfilling the premise of your archetype, roll d8+d6 instead of 2d6. If the dice show doubles, you can't use this move again until you next Make Camp, and your Eternal Foe will find you soon.

ALL PART OF THE PLAN (WIS)

In some other life, you set the wheels in motion. When you mark XP for learning something new and memorable about the world, roll+WIS. On a 10+, take 3 hold; on a 7-9, 1. Spend one hold later to choose one, as long as it's plausible.

- The item you need, where you need it to be.
- A message from your past self with useful information.
- An undeniable debt owed that may be called on.

ETERNAL FLAME

Choose someone you feel strongly towards. You recognize that their fate is entwined with yours; you always know vaguely where they are and exactly how close they are to death. When you trigger *Final Gesture* or *Like a Bad Penny*, you may grant them the benefit instead of yourself – and if they take a blow that would kill them, you may die instead.

MIND OVER BODY

You gain a measure of control over your reincarnation; on a 7-9, you may choose both the sex and race of your new body. On a miss, the GM will offer two options to pick from.

WARP DEATH'S DESIGN

When you act to save a life or to end one and it triggers a roll, tell the GM that you're using your intimate knowledge of death to subvert the natural order. You may bump the result up by one step, but the GM will tell you how Death retaliates against you or someone you care about, later.

BODYSNATCHER (CON)

When you would reincarnate into a new body, you may roll+CON. On a 10+, your new body is a copy of the last creature you touched, though it may be trained differently. On a 7-9, the GM will give you two prospects to pick from.

EVOLUTION

Take a new Move. Also, if you have *Rejected by Death*, you no longer age, and body parts regrow over time. If you have *On Ice*, your soul shines through; your new body will slowly change to resemble your original over time. If you have *Many Bodies*, your last body, assuming it's still alive, remains a viable host and you may always choose to return to it when you reincarnate.

SOULBOUND MEMORY

Whenever you reincarnate from now on, before you adjust your playbooks and moves, choose either the last Move granted by *Cursed to Wander* or your current Move from *Muscle Memory*; it is now one of your permanent Moves. Choose a new playbook and temporary Move as usual.

GEAR

Your load is 7+STR. Choose your starting gear from the playbook granted by *It Came With the Body*.

You also have one:

A small black disc that becomes a mirror briefly when tapped.

Five worn coins from different eras strung on a cord.

A cryptic letter from yourself in a language you can't read.

A love letter you found in your pocket when you awoke in this body.

A metal stamp that matches a burn scar on your body.

ITEM	WEIGHT	VALUE

COINS & TREASURE

LOAD

MAX

DEATH MOVE

Perhaps Death has finally forgiven you, or perhaps you've found some loophole in your curse, but the gates are open for you now. The energy that sustained you for untold years explodes forth, destroying whoever ended you and healing those you called friend. Choose one:

You return as if you'd rolled a 10+ on your Last Breath, in bad shape but alive – and fully mortal. Replace *Cursed to Wander* and *Immutable Soul*, along with any Moves that require reincarnation or depend on an archetype playbook, with Moves from your archetype playbook or *It Came With The Body* playbook. Your life begins now; what will you do with it?

Your body is healed, the soul within restored and joyful to be reawakened from a dream. They are not you; you have died, but your loved ones might find comfort in the person whose shell you wore, and in your escape from your curse. Describe your former host's fate or ask the GM to.