

NAME




Names: Names

LOOK

Wild Eyes, Glowing Eyes, or Alien Eyes
 Flowing Hair, Deep Hood, or Tattooed Scalp
 Makeshift Clothing, Embroidered Robes, or Long Coat
 Eldritch Markings, Crackling Aura, or Resonant Voice

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

- NEUTRAL
Learn something new about your bloodline or domains.
- CHAOTIC
Disrupt the natural order with your power.
- GOOD
Assist someone whose cause you believe in.

STARTING MOVES

- EVOCATION**
 You possess an innate ability to draw magical energy through your soul. Choose two domains that you have mastered. If a domain asks you to choose a specialty, you can choose an additional specialty as your second choice.
- Shaping and transmutation of corporeal flesh
 - Prophecy and divination
 - Warding and abjuration
 - The command of elemental power (Choose one: fire, water, stone, air, _____)
 - Summoning and binding of spirits (Choose one: of nature, of the dead, from the seven hells, from the weird beyond, _____)

BLOODLINE

Somewhere in your heritage is a source of magic that gives you your powers. Choose any race, then choose your heritage:

- DRAGON
Your magic excels in destruction. When you use **Evocation to deal damage**, deal +1 damage.
- OUTSIDER
One of your ancestors was from another plane, perhaps an angel, elemental, or a demon. When you **Parley with someone else**, you learn their alignment.

When you **draw upon the power in your soul and channel it through a domain you have mastered**, describe what you are trying to accomplish and roll+CHA. *On a 10+, your spell takes effect as you desire, but choose one. *On a 7-9, you still get your desired effect, but choose two.

- Your spell has some kind of undesirable limitation.
- Your spell draws unwanted attention or puts someone in a spot.
- The magic slips slightly from your control, causing unexpected side effects.
- You gain 1 Chaos.

*On a 6-, you gain 1 Chaos in addition to whatever the GM says.

If you use Evocation to inflict harm, it deals 1d8 damage, has a range of *near* or *hand* (your choice), and add the following option to the list:

- The spell's effect is reduced, roll the damage twice and take the lower result.

ARCANE

You are of a line of powerful sorcerers from ages past. Add the following option to Wild Magic:

- You see visions through time, though they are uncontrolled and you are stunned during the visions. The GM will tell you what you see.

WILD MAGIC

The limit for your Chaos is 3. When you **gain Chaos that puts you at or above your limit**, roll+WIS. *On a 10+, remove 1 Chaos. *On a 7-9, remove 1 Chaos and choose one. *On a 6-, the GM chooses as many options as they wish, and you remove 1 Chaos for each option chosen.

- Your power corrupts something or someone nearby, the GM will tell you what.
- Your power damages something important, the GM will tell you what.
- The power warps your body and mind, mark a debility of the GM's choice except Scarred; chaos cannot dim your soul.
- You take on an undesirable aspect of your bloodline or one of your domains for a while, the GM will describe it.

When you **spend some uninterrupted time (an hour or so) centering yourself and reasserting your control over your power**, describe how you release the wild energies and remove all of your Chaos.

BONDS

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

_____ has seen what happens when I lose control.

_____’s soul and mine are connected somehow, there’s something in my bloodline that gives me a feeling about them.

_____ will lead me to the Truth, I can feel it!



THE SORCERER

LEVEL
 XP

GEAR

Your Load is 6+STR. You start with dungeon rations (5 uses, 1 weight) and a trinket of your bloodline, describe it! Choose two:

- Staff (close, two-handed, 1 weight) and bandages (3 uses)
- Leather armor (1 armor, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Dagger (hand, 1 weight) and antitoxin

ADVANCED MOVES

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

ANARCHIC BLAST

When you use **Evocation to deal damage**, you deal +1 damage for each Chaos you hold.

ANARCHIC SHIELD

When you **draw upon your power to protect someone or something**, you may Defend with CHA instead of CON. You must also choose an option from the Wild Magic list.

ANCIENT KNOWLEDGE

When you **Spout Lore about something related to your domains or bloodline**, you roll with CHA instead of INT, and on a 10+ the GM will also tell you a little-known secret about the subject.

CHAOS CONTROL

Your Chaos limit is now 4.

CHAOS SCOURGE

Add the following option to Wild Magic:

- You take 1d6 damage, ignoring armor.

DISSONANCE

When you **channel chaos to disrupt a magical spell as it is being cast**, roll+CHA. *On a hit, the spell's effects are negated. *On a 7-9, you also gain 1 Chaos.

DOMAIN ENDURANCE

When you are **harmed by something related to your domains**, you get +3 armor against it.

POWER REALIZED

Add an additional domain to Evocation.

SYMPATHETIC DOMAIN

When you **Discern Realities on something related to your domain**, hit or miss, ask the GM. "What does this thing desire?" and take +1 when you act on the answers.

TIDES OF CHAOS

When you **manipulate the forces of fate**, gain 1 Chaos and roll a d6, placing it on this move. When you make another move, you may use this die in place of either of the dice rolled for that move. You cannot use this move again until you have used the die.

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

ANARCHIC BARRIER

Replaces: Anarchic Shield

When you **draw upon your power to protect someone or something**, you may Defend with CHA instead of CON. You may also choose to gain 1 Chaos after rolling; if you do, you get +1 hold for Defend, but you must also choose an option from the Wild Magic list.

ANARCHIC CALAMITY

Replaces: Anarchic Blast

When you use **Evocation to deal damage**, add one of the following tags for each Chaos you hold: +2 damage, *far* range, *reach* range, *forceful*, *messy*, *area*.

AWAKENED BLOODLINE

The next time you spend time centering yourself after taking this move, choose a feature associated with your bloodline (draconic wings, stone skin, etc.). When you emerge from your meditation, you permanently gain that physical feature.

BEND FATE

Requires: Tides of Chaos

When you use Tides of Chaos, roll a d8 instead.

FLOWING POWER

When you use Evocation, on a 12+ choose nothing from the list.

METAMAGIC

When you use Evocation, on a hit you may add an extra detail or condition to the effect. If you do, choose one more option from the list.

NOVA

When you **deliberately overload your soul with power**, choose an option from Wild Magic for every Chaos you hold, and you choose how they manifest. Then take your Last Breath.

POWER UNCHAINED

Requires: Power Realized

When you **attempt to weave raw magical energy into a spell**, you may create an effect outside of your domains; make the Evocation move at +0 and gain 1 Chaos, in addition to any other effects from the move.

RESONANCE

Requires: Dissonance

When you use Dissonance, on a 12+ you turn the spell back on its caster.

UNCERTAINTY PRINCIPLE

When you Defy Danger, you may roll with +Chaos instead of whatever the GM says. If you do, choose an option from the Wild Magic list as well.