

NAME 

LOOK

Race 1: Names

Race 2: Names

Race 3: Names

Eyes Descriptors

Hair Descriptors

Clothing Descriptors

Body Descriptors

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

## Drives

- GREAT POWER, GREATER RESPONSIBILITY**  
Put yourself at risk to protect your allies or the innocent.
- KNOWLEDGE IS POWER**  
Uncover a hidden truth or reveal corruption.
- DEFIANT**  
Defy the plans and machinations of an authority.

## STARTING MOVES

**Arcane Focus (INT)**

When you spend uninterrupted time (an hour or so) drawing upon the Currents of Magic around you to replenish your reserves, roll +INT.

\*On a 10+, you generate 5 Prana.

\*On a 7-9, You generate 3 Prana.

\*On a miss, generate 2 Prana anyway, but the GM gives you a Complication.

The maximum Prana you can have at any one time is 7

**Weave a Spell**

When you reach out and weave together the elements of creation. (See full Move on pg.3)

**Declare your Effect** "I am (pick one)" and name your target (a person, place or thing)

**Choose a range:** (Default is Hand)

**Choose one or two Extras:** These are tags and modifiers to your spell.

**Complications:** Sometimes there are small but harmful backlashes as reality resists your meddling, the GM may give you a complication as a consequence of your Evocation roll!

**Evocation (BOND)**

When you focus your will and cast a woven spell, describe it and roll +ARCANE BOND. \*On a 12+, your spell defies expectations, working above and beyond what you intended. Do not spend Prana:

\*On a 10+, the spell is successfully cast and does not cost Prana (choose one):

\*On a 7-9, you spend 1 Prana, and the spell is cast, but (choose two):

\*On a Miss, Something's gone horribly wrong. Spend Prana (and choose three), the spell does not work:

- Your outburst of power warps and twists the fabric of reality, activate a Complication.
- The GM removes an Extras tag of their choice from the spell.
- Nothing happens...yet. (GM, make note to activate a Complication later)
- The stress of bending reality to your will affects you. Take -1 ongoing to Evocation until you have a few minutes to clear your head.
- The spell drains your reserves, and you spend 1 extra Prana.

**Discern Lore, Spout Realities**

When you spend 1 Prana to view the world with your Mage's Sight, Your senses are opened to the true nature of everything you lay your eyes on. You analyze spells, magical effects, pierce illusions, and see things that have been hidden. The GM will describe the area before you, ignoring any illusions and falsehoods, magical or otherwise.

- You may add the following to your list of Discern Realities questions:
  - Is there anything here that is magical and if so, what does it do?
  - What is the function of any active or recently cast spells?

## Backgrounds

- NON-EUCLIDIAN ACOLYTE (DETAILS ON PG. 3)**  
When you bend space to teleport somewhere within your line of sight, roll.
- INITIATE OF BLOOD MAGIC (DETAILS ON PG. 3)**  
When you scourge your soul and use your own life-force to power your magic, take a debility and gain 2 Prana.
- AW, CRAP! (DETAILS ON PG. 3)**  
You are a master at reading probabilities and thinking on your feet, when things go from bad to worse, you're in your element.
- PETITIONER OF THE ABYSS (DETAILS ON PG. 3)**  
When you commune with the ruinous entities beyond reality and Seek their Counsel, Ask any question you like.
- THE CETERI (DETAILS ON PG. 3)**  
When you kill a powerful monster or other enemy, you harvest some of its power.

## BONDS

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

- \_\_\_\_\_ shares my hunger for knowledge!
- \_\_\_\_\_ fears death, I can feel it.
- \_\_\_\_\_ has no respect for magic, I'll show them.
- \_\_\_\_\_ owes me their life, whether they admit it or not.

When you sacrifice a bond for Arcane Power, X out the .

ARCANE BOND \_\_\_\_.

## GEAR

Your load is 8+STR. You start with Dungeon Rations (5 Uses, 1 Weight) and your personal Grimoire, describe it (0 weight). Choose your defenses:

- Enchanted clothing (1 armor, 0 weight)
- Leather Armor (2 armor, 1 weight)

Choose your weapon:

- Staff (Close, two handed, 1 weight)
- Dagger (Hand, 1 weight)

- Longsword (+1 damage, Close, 2 weight)

Choose two:

- Adventuring Gear (5 uses, 1 weight) and 2 Healing Potions (0 weight)
- Bag of Books (5 uses, 2 weight) and 8 coin
- Halfling Pipeweed or equivalent (1 Weight)
- Enchanted Lantern (Cold Light, 1 weight) and 5 coin

## ADVANCED MOVES

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

### **ARCANE DEFENSE**

When you wear no armor, have at least 1 Prana, and carry less than your Load, you have **2 armor**.

### **THAUMATURGY**

When you **weave a spell like normal, but anchor it to a place of Power** You may make its effects permanent. Doing this is always possible, but the GM will give you 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, or rare ingredients
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from \_\_\_\_\_
- You'll have to disenchant \_\_\_\_\_ to do it

### **ARCANE ADEPT**

Add the following to the effect list for **Weave a Spell**:

- I am **Fortifying/Refining** \_\_\_\_\_
- I am **Summoning** \_\_\_\_\_
- I am **Warping/Shaping** \_\_\_\_\_
- I am **Wounding** (Deal b[2d6] 1 Piercing, Forceful) [**Replaces: Harming**]

### **REFINED SPELLCRAFTING**

You may choose one additional Extra tag when you **Weave a Spell**. You may also increase the maximum amount of Prana generated by **Arcane Focus**.

- \*On a 10+ generate 6 Prana
- \*On a 7-9, generate 4 Prana
- \*On a Miss, generate 2 Prana

The maximum Prana you can have at any one time is now 9.

### **COUNTERSPELL (INT)**

When you **attempt to counter an arcane spell that will otherwise affect you**, Spend 1 Prana and roll+Int.

- \*On a 10+, the spell is countered and has no effect on you.
  - \*On a 7-9, the spell is countered but you must spend an extra Prana.
- If the countered spell has other targets, you may spend 1 extra Prana per target to protect them.

### **MULTICLASS DABBLER**

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

### **SPELL AUGMENTATION**

When you **cast an Evocation**, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these options to add to your spell:

- The spell's effects are maximized (any damage rolled, or healing done is applied as if you rolled the highest possible on your die, such as 6 for a d6 or 10 for a d10)
- The spell's targets are doubled

### **THE BALANCE OF OPPOSITES**

Through effort and meditation, you have reached a compromise between your humanity and the terrible mastery of creation, It might be possible to maintain a middle ground. Gain a new bond (Maximum raised from 4 to 5)

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

### **ARCANE SHIELD**

**Replaces: Arcane Defense**

When you wear no armor, have at least 1 Prana remaining, and carry less than your Load, you have **3 armor**.

### **GIFTED**

You may choose a second Effect when you weave a spell, but you take a **-2 forward** after casting it due to the strain.

### **PHYLACTERY**

When you **take damage that would kill you**, Sacrifice a bond. You stand back up, gravely wounded and at 1HP.

### **ARCANE MASTER**

**Requires: Arcane Adept**

You may add these to the effect list for **Weave a Spell**:

- I am **Perfecting/Improving** \_\_\_\_\_
- I am **Transforming/Transmuting** \_\_\_\_\_
- I am **Creating/Making** \_\_\_\_\_
- I am **Destroying/Unmaking** (2d8dmg 2 Piercing Messy Forceful)[**Replaces: Wounding**]

### **THE BUILDING WAS ON FIRE, BUT IT WASN'T MY FAULT**

You may spend 1 extra Prana to choose your own complication when you cast an Evocation, rather than having the GM do it, but you must choose 2 from the list.

### **MASTER SPELLCRAFTER**

**Replaces: Refined Spellcrafting**

You may choose 2 additional Extras instead of one when you **Weave a Spell**. You may also increase the maximum amount of Prana generated by **Arcane Focus**.

- \*On a 10+, generate 7 Prana
- \*On a 7-9, generate 5 Prana
- \*On a Miss, generate 3 Prana

When you **roll 12+ on any roll (for any move)**, you gain 1 Prana. The maximum Prana you can have at any one time is now 12.

### **THE GILDED PATH**

**Requires: The Balance of Opposites**

You have ascended to the next level of understanding, you have realized that you can maintain a balance between your arcane explorations, and the people closest to you. Gain a new bond (Maximum raised from 5 to 6)

### **SPELL EXPANSION**

**Requires: Spell Augmentation**

Add these to the Extras list for **Weave a Spell**:

- **Contingent** : Describe a trigger condition. When you cast the spell, it is held until that condition is met.
- **Sympathetic**: affects targets outside normal ranges, or line of sight

# Bonds and Magic

## POWER OR HUMANITY?

ARCANE BOND represents your direct connection, and fine control of the arcane fires of creation, and an equal distancing from your own humanity. When you cast spells, you are drawing on that bond, and becoming a little more alien as time goes on.

Every time you 'sacrifice' a bond connecting you to this world and the people in it, you must mark off that bond and add +1 to **ARCANE BOND** (to a maximum of +3)  
When a bond is sacrificed, you can no longer gain XP from it, and it is gone permanently. When all bonds are sacrificed or otherwise lost, you take a permanent -1 Ongoing to **Parley**, **Defend**, and **Aid or Interfere** moves.

# Weave a Spell

## □ WEAVE A SPELL

When you **reach out and weave together the elements of creation.**

**Declare your Effect** and name your target (*a person, place or thing*):

- I am **Commanding/Controlling** \_\_\_\_ !
- I am **Altering** \_\_\_\_ !
- I am **Concealing/Hiding** \_\_\_\_ !
- I am **Harming** (Deal your Damage) \_\_\_\_ !

**Choose a range:** (*Default is Hand*)

- Close, Reach, Near, Far

**Choose one or two Extra tags:**

- **Focused:** +n Damage, Spend extra Prana 1 for 1
- **+Bane:** This spell is extra effective against \_\_\_\_ (eg faerie-bane)
- **Versatile:** Breaks an additional Range
- **Unstoppable:** Breaks Armor, Spend 2 Prana
- **Deadly:** +n Piercing, Spend extra Prana 1 for 1
- **Area:** -1 to Cast Evocation roll, but covers an area, describe it
- **Extra Target:** Spend extra Prana 1 for 1
- **Elemental:** The spell is formed from an element in some way
- **Disturbing:** the spell is creepy and unsettling
- **Obvious:** Easy to detect, loud or bright, etc
- **Painful:** It hurts, but does stun damage instead of normal damage.
- **Subtle:** Hard to detect, hard to counterspell
- **+n Armor:** Adds armor to target, spend extra Prana 1 for 1
- **+Bonus:** +/-n forward, spend extra Prana 1 for 1

- **Debilitating:** Gives the target a Debility of your choice

## Complications:

These are small but harmful effects born of the friction reality resisting the spell, the GM will choose one of the following Complications for your spell:

- *Spread to an adjacent area, or Grow in intensity or depth*
- *Leave a lingering effect on a place or Leave a permanent mark on a person or creature*
- *Dampen magic or increase its effects in an area for a period of time (+n or -n forward or ongoing to cast spells)*
- *Summon forth a lesser monster from somewhere else*
- *Deal damage to an innocent or allied character*
- *Turn their spell back on them*
- *The spell puts someone else in a spot or causes collateral damage*
- *Tell them the consequences and ask "What do you do?"*
- *Change the Environment*
- *The spell takes on a life of its own (it becomes a Front or a monster in its own right)*
- *Choose between sacrificing a bond, or losing all Prana*

A finished spell will have a declared effect, a target, and one or two Extras, along with the prana cost and any roll modifications like in this example:

## □ ARCANE BOLT

"I blast the troll with a wave of concussive light that eats through flesh like acid."

*I am Harming the Troll. Reach (d6 damage), 2 piercing (Deadly), Area 3-Prana, -1 to Evocation roll.*

# Background Moves

## □ NON-EUCLIDIAN ACOLYTE

When you **bend space to teleport somewhere within your line of sight**, roll +DEX.

\*On a 10+ you instantly appear where you wanted to, and choose two.

\*On a 7-9 choose one:

- You aren't very far from where you started
- You aren't in a difficult or dangerous position
- You know where you are
- You aren't stunned or confused

## □ INITIATE OF BLOOD MAGIC

When you **scourge your soul and use your own life-force to power your magic**, take a debility and gain 2 Prana as long as you don't already have that debility. When you **have time with a willing or helpless subject**, you can scourge them for Prana instead.

## □ AW, CRAP!

You are a master at reading probabilities and thinking on your feet, when things go from bad to worse, you're in your element. When you **take a needlessly risky action**, take +1 to Defy Danger for any one consequence of that action. If you fail to Defy Danger, however, the consequences of your failure will be especially catastrophic.

## □ PETITIONER OF THE ABYSS

When you **commune with the ruinous entities beyond reality and Seek their Counsel**, Ask any question you like and roll +Abyss.

\*On a 10+, you gain an answer to your question, and there will be no price; this time.

\*On a 7-9, something is required of you; a sacrifice, or a deed, or something.

\*On a Miss, you learn what you wanted to know, but the abyss gains a foothold in your soul; sacrifice a bond and corrupt a sacrificed bond for 1 Abyss, if you end up with 4 Abyss your soul is devoured and your body is warped beyond hope into a crazed abomination. (You become an NPC monster and must make a new character.) **ABYSS** \_\_\_\_.

## □ THE CETERI (THE OTHERS)

When you **kill a powerful monster or other enemy**, you may harvest some of its power by replacing one of your body parts with a part from the monster. For every part you transplant, **choose a move and a tag** from that creature's list and roll +CON.

\*On a 10+ the transplant is a complete success.

\*On a 7-9, there were complications, you only receive the move or the tag, not both.

\*On a miss, your body completely rejects the transplant, leaving you disfigured until you can fix it. Because of your monstrous appearance, you take a permanent -1 Ongoing to **Carouse**, **Recruit**, and **Supply**.