

NAME

LOOK

*Elf:* Daedeli, Faeron, Saelgalad, Mermaldren, Herion, Ielliel, Maeriel, Cirelasa, Siofra, Sariella

*Human:* Malachai, Cainan, Cyrus, Elezar, Onesimus, Lia, Prischa, Eva, Dinah, Bethania

*Halfling:* Alby, Biddy, Devin, Finbar, Bradach, Finola, Brighid, Abilene, Riona, Shea

One Raised Eyebrow, Quiet Eyes, Knowing Eyes  
Slick Dark Hair, Tufted Hair, Oddly Shaped Hair

Merchant's Clothes, Adventurers Outfit, Multilayered Robes  
Knobbed Joints, Dancer's Grace, Stolid Stance

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

Use magic to bring joy to someone or help someone in need.

NEUTRAL

Discover an extraplanar place or creature.

EVIL

Help an evil outsider you summon fulfill its desires.

RACE/BACKGROUND

ELF

Ancient treaties. Elementals you summon will never attack you directly. They might attack your friends or the environment though.

HALFLING

Luck be a hair-foot. Once per session when you roll a 6- on Conjure Creature, treat it as a 7-9 instead.

HUMAN

Well traveled. Gain an additional option from Conjure Creature.

BONDS

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

\_\_\_\_\_ holds the secret to summoning a powerful entity.

An extraplanar creature once spoke of \_\_\_\_\_ and the atrocity they would eventually cause.

An outsider told me that \_\_\_\_\_ will do great good.

I have given \_\_\_\_\_ to hold onto for safe keeping.

\_\_\_\_\_ is even trickier than I. I am unsure if I can trust them.

STARTING MOVES

**IS THIS YOURS? (INT)**

When you cast a spell to retrieve an object you can see, roll+INT. On a 10+ you pull the object from a nearby space such as a hat, sleeve, or pouch. On a 7-9 as above, but the target notices you have the object. On a 6- perhaps you retrieve the wrong object, a nearby object, or something comes through the interdimensional hole you created as chosen by the GM.

**CONJURING (INT)**

When you move an item or small animal you are touching from a nearby space to another nearby space within line of sight, roll+INT. On a 10+ you move it where you want. On a 7-9 it gets there, but there is a complication.

**CONJURE CREATURE (INT)**

Summon an extraplanar creature such as a demon of spite, an angel of mercy, a fire elemental, or other. Choose 2 of the options from the list below at character creation. You may conjure creatures of this type and speak and understand languages associated with creatures of this type. Conjured creatures perform moves by spending hold. The players and GM decide on a handful of moves appropriate to the conjured creature. Once the hold is spent, it returns from whence it came. When you cast a spell to conjure an outsider roll+INT. On a 10+, gain 3 hold, it follows your orders. On a 7-9, gain 1 hold but you may bargain with the outsider for an additional 2 hold. Note that some outsiders are dangerous by their very natures and may try to misconstrue your orders in order to fulfill their own desires. Asking the creature questions spends hold for each question answered.

- Fire
- Air
- Earth
- Water
- Demonic
- Angelic
- Lawful
- Chaotic
- \_\_\_\_\_
- \_\_\_\_\_

**PHASE JUMP (INT)**

When you cast a spell to shimmer and teleport to a spot within line of sight roll+INT. On a 10+ success. On a 7-9 you left something behind, put yourself in a spot, or perhaps didn't get out of the way in time.

THE CONJUROR v1.0

LEVEL

XP

## GEAR

Your load is 7+STR. You start with something (tags, # uses, # weight) and something (tags, # uses, # weight). Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Demonologist's Chalk (3 uses, 0 weight) gain +1 when bargaining with an outsider you have drawn a summoning circle around.

Choose your weapon:

- Sling (near, 0 weight)

- Staff (close, two-handed, 1 weight)

Choose one:

- Astral Eye (0 weight) replaces your eye, see invisible creatures. -1 to Constitution.
- Planesphaser's Anchor (1 weight) you always know where this strange metal box is located and can teleport to it unerringly.

## ADVANCED MOVES

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

### JUST THE THING

When you reach into a bag and cast a spell to retrieve something you would normally find in Adventuring Gear, roll+INT. On a 10+ you find exactly what you need. On a 7-9 you find it, but it takes a little longer than usual, take -1 forward.

### PORTABLE HOLE

Create a hole from a piece of dark cloth (0 weight) which is large enough for a man or 4 Load of equipment to squeeze into. You may only have one Portable Hole at a time.

### TELEPORT

Describe in words per level where you want to go and roll+INT.

### ELSEPORT

Teleport someone who you have a piece of (hair, blood, etc) to a location you describe in words per level and roll+INT.

### A QUIET PLACE

Create a small extradimensional pocket the size of a small hut which you access when you spend time and Make Camp.

### THE CALL

*Requires Elseport*

Mark a number of creatures or items in quantity up to your level. Mark yourself or a location. You may Teleport marked items or creatures to your location or the marked location on command or when the creature or holder of the item speaks a command word you create.

### SOMEONE ELSE'S LUNCH

You may summon a number of rations equal to your level. They typically appear in the manner of half-finished meals. Taste and quality may vary.

### IN YOUR POCKET

You may use Is This Yours? on things you can't see as long as you have a general idea of where to reach.

### OTHERWORLDLY TRAVELER

Gain two more options from the Conjure Creature list. You may take this move multiple times.

### RIPSPLINCH

When you create a chaotic teleportation singularity near a target roll+INT. On a 10+ choose 2. On a 7-9 choose 1: \*Deal 2d6 damage \*spend another choice to make it messy. \*Destroy an equipment. \*You don't take -1 forward.

### 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.

### BAG OF HOLDING

*Requires Portable Hole*

Oh yeah. Load 20. Throw it all in baby.

### SECLUSIUM

*Requires A Quiet Place*

Create an extraplanar pocket the size of a small village which you access when you spend time and Make Camp.

### GATE

*Requires Teleport and Elseport*

When you spend time crafting an arcane gate, roll+INT. On a 10+ it opens to where you want and remains open. On a 7-9 it opens where you want but closes immediately, or perhaps opens in an inconvenient location.

### HANG ON

*Requires Teleport*

Teleport with a number of people joined by touch equal to your level.

### CALL THEM ALL

*Requires The Call*

Mark a number of creatures or items in quantity up to twice your level.

### ASTRAL ARK

Teleport a large structure such as a ship, keep, or inn.

### I DON'T KNOW WHERE IT COMES FROM

*Requires Someone Else's Lunch*

When you cast a spell to summon any non-specific, non-magical, item or material such as weapons, armor, building materials, coins or other items, roll+INT. On a 10+ you get what you wanted. On a 7-9 you get something close, maybe the coins are from the wrong nation, or the weapon is beaten and covered in blood.

### SAVAGE SUMMONS

Your Conjured Creatures deal 1d8 damage.

### ASTRAL SAILOR

*Requires Astral Ark or Gate*

You may use Gate and Astral Ark to travel to other planes.

### MULTICLASS MASTER

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

### MAGICIAN

Choose one move from the Wizard class list.