

NAME _____

LOOK

Calculating eyes, warm eyes, or guarded eyes
Styled hair, bald, or fancy cap
Stylish clothes, ostentatious robes, or well-tailored clothing
Obvious dragonmark or concealed dragonmark

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	■ WEAK -1	■ WEAK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- LAWFUL**
Obey the letter of the law over the spirit.
- NEUTRAL**
Use your house's reputation to help yourself.
- EVIL**
Take advantage of someone's trust in your house's reputation.

STARTING MOVES

DRAGONMARK (CHA)

You are the scion of one of Eberron's great dragonmarked houses, gifted with a birthmark that pulses with arcane might. Choose a dragonmark appropriate to your race and one of its areas of influence. When you **tap into your dragonmark's power**, tell the GM what you want to do and roll+CHA. On a 10+, the effect is accomplished. On a 7-9, the effect takes place, but choose one:

- The effect won't last long - you'll need to hurry to take advantage of it
- The effect affects either much more or much less than you wanted to
- The effect has unforeseen side effects, and might draw unwanted attention

You cannot tap into your dragonmark's power to perform an effect not within one of your areas of influence.

FAVORED IN HOUSE

When you **ask a noble from your house for a favor**, tell the GM who you're asking and what you want. Favors are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- They need you to do/get ____ first
- You owe them big time
- They can't get you exactly what you want, but it'll be close
- They'll have to get it in a less-than-legal way
- You won't be able to ask them for anything else (at least for a long while)

ALL IN THE FAMILY (CHA)

You know most people (at least the important people) in your house. When you **want to know something about your house or its activities**, one of your contacts will tell you. When you **want to know something about another house or its activities**, roll+CHA. On a 10+, you get the information you wanted. On a 7-9, you get the information, but choose one:

- It came with strings attached, either from your informant or who they got the info from.
- Some key information is missing or flat out wrong.

BY HOSPITALITY SUSTAINED

When you **enter a settlement**, you can always find a place to feed yourself and rest, whether at the local house enclave or someone who respects your house. If a move tells you to mark off a ration in a settlement just ignore it.

DRAGONMARK

HOUSE:
RACE:
DRAGONMARK:
AREAS OF INFLUENCE

- _____
- _____
- _____

BONDS

Fill in the name of one of your companions in at least one: _____'s line has the potential for a mark, whether they know it or not.
I know a secret about _____'s past.
_____ is an uncultured swine, but I'll show them the finer things in life.
I've known _____ since we were both young.

RACIAL MOVE

A dragonmarked of any class can take **Dragonmark** (choosing a dragonmark appropriate to their race) or **By Hospitality Sustained** instead of their racial move.



THE DRAGONMARKED

LEVEL XP

GEAR

Your Load is 7+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your weapon:

- Finely crafted longsword (close, +1 damage, 2 weight)
- Concealed dagger (hand, 1 weight, won't be found when searched)

Choose your defense:

- Tailored leather armor or a custom fitted chain shirt (1 armor, 1 weight)
- Signet ring worth 100 coin

Choose two:

- A piece of blackmail on an important member of your or another's house
- A letter of credit worth 250 coin that can be cashed in at any House Kunderak bank
- A magic item related to your house's mark or service
- A hiring with Loyalty +1, Cost: House Favor, and 4 points to distribute between Marked Laborer and any other skill related to your house's services

ADVANCED MOVES

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

LESSER DRAGONMARK

When you **tap into your dragonmark's power**, on a 10+ you can choose from the 7-9 list. If you do, you may choose one of these as well:

- The power's effects are more potent
- The power affects more targets

DRAGONMARKED PRODIGY

You gain a second area of influence from your dragonmark.

MARKED AID

When you **use your dragonmark to aid or interfere**, increase the bonus or penalty by 1.

MIGHTY MARK

When you **deal damage using a dragonmark power**, increase your damage to d6.

SUMMON LIVING DRAGONMARK (CHA)

When you **summon a dragonmark-like writhing mass of energy**, roll+CHA. On a hit, it manifests. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage die (this counts as a dragonmark power for Mighty Mark and Fearsome Mark). On a 10+, choose two:

- It has +2 instead of +1 to one stat
- It's not reckless
- Its bond to your mark is strong: +2 HP for each level you have
- It has some useful trait (flight, speed, power, etc.)

While the living dragonmark is manifested, you take -1 to activate your mark.

AN OFFER YOU CAN'T REFUSE

When you **ask for a favor using Favored in House**, you can offer a counter-proposal. Choose the same number of conditions as the GM. The GM will then choose which set of conditions to enforce.

LIFE OF THE PARTY

You can carouse without spending 100 coin, using your reputation to get it started. If you do spend 100 coin, you can roll+CHA. Every additional 100 coin adds +1 to the roll, as usual.

DAY JOB

When you're not out adventuring, you have a real job working for your house, detail it. When you **spend a week or more in a settlement**, hold 1 Favor for every week you work. You can spend Favor to do the following:

- Gain 2d6x10 coin
- Veto one condition when you use Favored in House
- Gain leverage over a member of your dragonmarked house

LORDLY CALIBER

When you **recruit hirelings**, take +1 and their Loyalty is increased by 1.

HOUSE DABBLER

Gain one non-multiclass move from another class. Choose the move as if you were one level lower than you are, unless the move deals with your house's areas of influence or the services of your house.

WEALTH AND TASTE

When you **make a show of flashing around a valuable possession**, choose an NPC present. They will do anything they can to obtain your item or one like it.

ABOVE THE LAW *Replaces: Outstanding Warrants*

You take full advantage of the fact that you're not a citizen of any one of the Five Nations. When you **return to a civilized place in which you've caused trouble before**, roll+CHA. On a hit, all the right people feel your ill deeds are of little consequence. On a 7-9, the GM also chooses a complication:

- ...but only if you seek a pardon personally
- ...but only if you make a show of good faith
- ...but only if you have something to offer

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

GREATER DRAGONMARK *Replaces: Lesser Dragonmark*

When you **tap into your dragonmark's power**, on a 10-11 you can choose from the 7-9 list. If you do, you may choose one of these as well. On a 12+ you get to choose one of these effects for free:

- The power's effects are much more potent
- The power affects many more targets

DRAGONMARKED MASTER *Requires: Dragonmarked Prodigy*

You gain the third area of influence from your dragonmark.

FEARSOME MARK *Replaces: Mighty Mark*

When you **deal damage using a dragonmark power**, increase your damage to d8.

DON D'CORLEONE *Requires: An Offer You Can't Refuse*

When you **offer a counter-proposal with Favored in House**, you may reduce the number of conditions by 1, to a minimum of 1.

COMMISSION

The first time you meet with your house's artificers and magewrights after taking this move, tell the GM how you want your dragonmark to be augmented (a new capability, extra power, etc). Within weeks (or months, depending on the size of the project) a magic item with that capability will be delivered to you. When you **tap into the power of your dragonmark while using the magic item**, it's augmented in the way you described.

DRAGONMARKED ENTOURAGE *Requires: Lordly Caliber*

When you **make camp in a settlement with your house's enclave**, you can gain a hiring with a Cost: House Favor.

HOUSE INITIATE *Requires: House Dabbler*

Gain one non-multiclass move from another class. Choose the move as if you were one level lower than you are, unless the move deals with your house's areas of influence or the services of your house.

STUDENT OF THE PROPHECY

You've begun the arduous journey of understanding the Draconic Prophecy. When you **spout lore about an event or portent**, on a 7+ the GM will tell you something about how it fits into the Prophecy. When you **discern realities about an event or portent**, add the following question:

- What does this reveal about the Prophecy?

DRAGONMARKED HOUSES

CANNITH

DRAGONMARK: Mark of Making
RACE: Human
AREAS OF INFLUENCE: Repair, Fabrication, Modification
GUILDS: Tinkers Guild, Fabricators Guild

DENEITH

DRAGONMARK: Mark of Sentinel
RACE: Human
AREAS OF INFLUENCE: Defense, Protection, Retribution
GUILDS: Blademarks Guild, Defenders Guild

GHALLANDA

DRAGONMARK: Mark of Hospitality
RACE: Halfling
AREAS OF INFLUENCE: Purification, Sustenance, Shelter
GUILD: Hostellers Guild

JORASCO

DRAGONMARK: Mark of Healing
RACE: Halfling
AREAS OF INFLUENCE: Healing, Purification, Neutralization
GUILD: Healers Guild

KUNDARAK

DRAGONMARK: Mark of Warding
RACE: Dwarf
AREAS OF INFLUENCE: Locks & Keys, Alarms, Defense Measures
GUILDS: Banking Guild, Warding Guild

LYRANDAR

DRAGONMARK: Mark of Storm
RACE: Half-Elf
AREAS OF INFLUENCE: Wind, Thunder & Lightning, Clouds & Weather
GUILDS: Windwrights Guild, Raincallers Guild

MEDANI

DRAGONMARK: Mark of Detection
RACE: Half-Elf
AREAS OF INFLUENCE: Warning, Foresight, True Seeing
GUILD: Warning Guild

ORIEN

DRAGONMARK: Mark of Passage
RACE: Human
AREAS OF INFLUENCE: Velocity, Teleportation, Transportation
GUILDS: Couriers Guild, Transportation Guild

PHIARLAN

DRAGONMARK: Mark of Shadow
RACE: Elf
AREAS OF INFLUENCE: Concealment, Disguise, Shadows & Darkness
GUILD: Entertainers and Artisans Guild

SIVIS

DRAGONMARK: Mark of Scribing
RACE: Gnome
AREAS OF INFLUENCE: Messages, Signs & Sigils, Speech
GUILDS: Notaries Guild, Speakers Guild

THARASHK

DRAGONMARK: Mark of Finding
RACES: Half-Orc, Human
AREAS OF INFLUENCE: Discovery, Identification, Orientation
GUILD: Finders Guild

THURANNI

DRAGONMARK: Mark of Shadow
RACE: Elf
AREAS OF INFLUENCE: Concealment, Disguise, Shadows & Darkness
GUILD: Shadow Network

VADALIS

DRAGONMARK: Mark of Handling
RACE: Human
AREAS OF INFLUENCE: Animal Emotions, Training, Magebreeding
GUILD: Handlers Guild