

NAME




LOOK

Elf: Eron, Athil, Fingali, Galaser, Tarwel, Valan
Human: Lewill, Kiroh, Tozin, Singa, Cheld, Bair
Dwarf: Durak, Khorin, Gira, Mekir, Enzek, Thorgar

Wise eyes, commanding eyes, unsettling eyes
 Shaved head, long braid, topknot
 Sturdy robe, Tattered robe, baggy pants
 Wiry body, tattooed body, portly body

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 6+CONSTITUTION

ALIGNMENT/DRIVE

- LAWFUL**
Persuade a character to withhold violence.
- NEUTRAL**
Solve a problem through discipline or patience.
- EVIL**
Take advantage of the weak using your superior power.

STARTING MOVES

ATTUNED ELEMENT
 Choose one element to focus on: *Fire, Earth, Air, or Water*. You are powerfully attuned to this element, and can sense, move, shape, and transform it at will. All of your magic usage will be in terms of manipulating this element, and will be potentially limited both by the amount of that element present and by what could conceivably be accomplished with it.

PROJECTED FORCE (WIS)
When you use your power to inflict pain, choose two tags and roll +WIS. If you do not pick any range tags, the range defaults to Hand. *On a 10+, deal 1d8 damage. *On a 7-9, also choose 1:

- You draw unwanted attention or put someone in a spot.
 - The GM removes a non-range tag of their choice, and you deal -1 damage.
 - You have unbalanced your Chi. Take -1 ongoing to WIS until you have a few minutes to re-center yourself.
- Tags: Reach, Near, Debilitating (-1 damage), Forceful, Piercing 1, Subtle, Two Targets (-1 damage), Stun*

WEAVE OF POWER (WIS)
When you use your power to help solve a problem, describe it and roll +WIS. Spells cast this way can never do damage directly. *On a 10+, choose 1. *On a 7-9, choose 2:

- The spell won't last long – you will need to hurry to take advantage of it.
- Your spell affects either much more or much less than you wanted it to.
- Your spell has unforeseen side effects or might draw unwanted attention.
- You have unbalanced your Chi. Take -1 ongoing to WIS until you have a few minutes to re-center yourself.

On a miss, something has gone horribly wrong. Your spell may have worked, but you will regret casting it.

RACE/BACKGROUND

- ELF**
When a magical effect happens nearby, you can sense it and roughly tell direction and distance.
- HUMAN**
Human elementalists are a rare curiosity. **When you seek audience with a noble or leader**, they will always be willing to see you.
- DWARF**
When looking for a significant source of your element, you can always sense the direction to find it.

BONDS

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

_____ does not understand the value of discipline, but I will show them its worth.

_____ has an important destiny that I must assist.

I find it difficult to maintain inner balance around _____.

My master would not approve of me travelling with _____.

GEAR

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

Choose your defenses:

- Leather Armor (1 armor, 1 weight)
- Adventuring Gear (5 uses, 1 weight) and 3 healing potions

Choose your weapon:

- Dagger (hand, 1 weight)
- Quarterstaff (close, two-handed, 1 weight)

Choose one:

- 1 healing potion
- 3 antitoxins

ADVANCED MOVES

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

BATTLE ADEPT

Add the following tags to the Projected Force list: *Close*, *Area (-2 damage)*, *Messy (+1d4 damage)*, *Piercing 2*

DELVE

When you use your elemental mastery to scan someone's body, use Discern Realities as usual with the following questions added to the list:

- What is their emotional state?
- What have they eaten or drunk recently?
- What was the immediate cause of their death?
- What is currently impeding their good health?
- What magical alterations have been made to their body?
- What is their physical weakness?

Take +1 forward when acting on the answers.

ELEMENTAL SHIELD

When you weave your element around yourself for protection, gain +2 armor and -1 ongoing to further use of your element until the shield is dispelled.

EXPERT WEAVER

When you roll 12+ on Weave of Power, your spell defies expectations, helping above and beyond what you intended. Choose nothing from the list.

HARMONY OF THE FIST

When you incorporate elemental magic into your regular fighting, increase your damage die to d8.

MEDITATION

When you spend a few hours in meditation, gain 1 hold for a +1 on any action (and lose any previous meditation hold).

MULTICLASS DABBLER

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

TRUSTED

The wisdom of your order is greatly respected and inspires trust. When you order a hireling, take +1 to any loyalty roll.

TRUTHSENSE

When you ask someone a direct *yes* or *no* question, you can immediately sense to what degree they are telling the truth when they answer.

ZEN WISDOM

When another player asks for advice and you respond with a cryptic proverb, they get +1 forward for following your advice and mark XP if they do.

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

CHI HEALING

Wellness of the body springs from Chi, which can be unblocked through careful elemental manipulation. When you use your power to cure another's debility, roll +WIS. *On a 7-9, choose 1:

- The cure is temporary.
- You cause a different debility in the process of healing the first.
- You gain a debility of your own.

ELEMENTAL BARRIER

Requires: *Elemental Shield*

When you weave your element around yourself for protection, choose one of the following in addition to the effects of Elemental Shield:

- The shield is big enough to cover adjacent characters as well.
- Gain +4 armor instead of +2 armor.
- Ignore the -1 ongoing penalty for maintaining the shield.

ELEMENTAL SERVANT

You can form a construct of your element and give it a spark of life that allows it to act independently. Roll +WIS. *On a 10+, choose 2. *On a 7-9, choose 1.

- The construct lasts for more than a very short amount of time.
- The construct is fully under your control.
- The construct is capable of aggressive action.

EMULATION

Choose a move from another class (accessible to your level -1). Describe how you use your elemental mastery to get the same result.

MASTER WEAVER

Requires: *Expert Weaver*

When you roll 10+ on Weave of Power, you do not need to select any options from the list. On a 7-9, choose only one option from the list.

ONENESS OF THE WARRIOR

Requires: *Harmony of the Fist*

When you incorporate elemental magic into your regular fighting, add an extra 1d4 damage.

PERFECT DISGUISE

When you need to hide, you can disguise yourself perfectly as a manifestation of your element. Taking any action except waiting will disrupt the illusion.

SCAVENGE

You can always find a small amount of your element nearby and call it to hand, no matter what the situation. Describe how.

WAR ADEPT

Requires: *Battle Adept*

Add the following tags to the Projected Force list: *Far*, *Messy (+1d8 damage)*, *Piercing 3*, *Three Targets (-2 damage)*. In addition, you can choose three tags instead of two.