

NAME 

LOOK

*Dwarf:* Andvare, Brokir, Silbar, Holda, Thora, Jari, Tongus, Clarana, Rosina, Zula*Elf:* Arathel, Barien, Xylinna, Sedana, Eredania, Nalthanis, Dalinna, Mahtan*Human:* Karn, Argus, Orland, Lucan, Erin, Jalane, Nerida, Cwenhild, Tania




Wise Eyes, Shrewd Eyes, or Curious Eyes

Pointy Hat, Neat Hair, or Velvet Hood

Formal Robes, Runed Robes, or Travelling Robes

Stained Fingertips, Glowing Tattoos, or Crystal Glasses

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	 D4	ARMOR		HP	 CURRENT MAX
					YOUR MAX HP IS 4+ CONSTITUTION

ALIGNMENT

 GOOD

Create something that helps someone else.

 NEUTRAL

Discover something about a magical mystery.

 EVIL

Gain power or influence for yourself at someone else's expense.

RACE

 DWARFWhen you **enchant an object that you have made with your own hands**, take +1. ELF

When you enchant an object, your mark is invisible to anyone who isn't an elf.

 HUMANWhen you **duplicate an enchantment you have studied or made before**, you are refunded 1 Stock after rolling.

BONDS

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

\_\_\_\_\_ needs me to do the heavy thinking, and I need them to do the heavy lifting.

Ironically, \_\_\_\_\_ seems to have enchanted me.

I have enchanted something for \_\_\_\_\_ before, but it didn't work out well.

STARTING MOVES

## CRAFT ENCHANTMENTS

You possess a kit of magical supplies and tools, which you use to place enchantments upon mundane objects. It can hold an amount of Stock equal to your WIS+3. When you **spend a few hours in safety gathering and purifying reagents**, refill your Stock to its maximum.When you **set out to enchant an object**, tell the GM what effect you want to accomplish and how you mark the object, then spend 1-3 Stock and roll+Stock spent. \*On a 10+, choose two. \*On a 7-9, choose one.

- The enchantment is permanent, as long as the mark remains whole and unmarred
- The enchantment does not have any known side effects
- The enchantment does not have any weird limitations

\*On a 6-, the item is cursed. The GM will tell you the nature of the curse, but only after it is too late.

A given object can hold only one enchantment, but you can always end any enchantment you create by erasing your markings. Any item you enchant always has at least 1 weight.

## ANALYZE DWEOMER

When you **closely examine a magical object for the first time**, roll+INT. \*On a 10+, ask the GM three of the following questions. \*On 7-9, ask two. \*On a 6-, ask two anyway, but the GM will give you a false answer for one of them.

- What does this do?
- How is it activated?
- Who created this object and how old is it?
- Who used this object last?
- What has been done to or with it recently?
- What's wrong with it and how could it be fixed?

## RUNIC WEAPON

When you **mark your weapon with runes of battle and spend 1 Stock**, choose one of the following options; the effect lasts until you erase your mark. The enchantment will only function for you; you can't enchant someone else's weapon in this way.

- Rune of the Sun: The weapon sheds light at your command, about the equivalent of a torch, and can affect insubstantial monsters as if they were solid.
- Rune of Thunder: Add the forceful tag.
- Rune of the Mountain: You may Defend with WIS instead of CON while you wield this weapon.
- Rune of Ice: Add the stun tag.
- Rune of the Moon: While you wield this weapon you get +1 armor, and an additional +2 armor against magic.



THE ENCHANTER

LEVEL XP

## GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a staff (close, 2-handed, 1 weight) and your enchanting tools (1 weight).

Choose two:

- Enchanted robes (1 armor, 1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Bag of books (5 uses, 2 weight)
- Adventuring gear (5 uses, 1 weight)

### Describe your enchanter's tools:

- Made patiently by my own hands
- Passed down from my mentor, and my mentor's mentor...
- A gift or reward from someone important
- Stolen from a place of ancient power
  
- Many pouches of ground herbs, plants, and tree bark
- Bottles of carefully-mixed chemical compounds
- A wooden case of inks and brushes
- Jars of specially consecrated clays, paints and chalk
- A bag of crystals and semi-precious stones

STOCK:

## ADVANCED MOVES

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

### ADMIXTURE

While you are in an appropriate laboratory or place of power, when you roll+Stock spent, you are refunded 1 Stock after rolling.

### AFFINITY FOR MAGIC

When you Discern Realities, on a hit, you may ask the GM "What here is magical or enchanted?" in addition to your other questions.

### BATTLE ENCHANTER

When you attack with your rune-marked weapon, your damage die is a d8.

### ENDURING MARK

When you create an enchantment, the markings you make will withstand the ravages of time and nature. Only someone deliberately acting to remove your mark can do so, and even then they take 1d6 damage of magical backlash when they do. This does not affect you willingly erasing your own mark.

### HERMETIC CIRCLE

When you draw a magical circle on the floor or ground and spend 1 Stock, roll+INT. \*On a 10+, you get both effects. \*On a 7-9, choose one:

- Name a type of creature, they cannot enter or leave the circle
- No magic, save your own, can enter or leave the circle

### MAKER'S TETHER

When you concentrate, name an object you have enchanted. The GM will tell you approximately where it is, as long as the enchantment is still intact.

### RISKY ENCHANTMENT

When you craft an enchantment, you may choose to spend zero Stock. If you do, make the roll at -1.

### RUNIC EMPOWERMENT

Add the following runes to the Runic Weapon list:

- Rune of Doom: Name a type of monster, the weapon deals +1d6 damage to the chosen type
- Rune of Flame: Add the fiery tag

### SAGACITY

When you use Analyze Dweomer, the GM will always truthfully tell you what the object does, even on a 6-.

### WORLDLY SCHOLAR

When you Parley with someone who highly respects knowledge or the arcane, you may roll with INT instead of CHA.

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

### ENCHANTER'S SOUL

When you have time and safety with a magic item in a place of power, you can empower that item so that its effects are amplified the next time you use it. The GM will tell you exactly how.

### ENCHANTER'S WILL

When you use a magical item and force it to obey your will, roll+INT.

\*On a 10+, you control the degree and extent of its effects. \*On a 7-9, you direct its effects, but choose one:

- It is damaged and cannot be used again until repaired.
- It slips out of your control, creating additional, unwanted effects.

### ETERNAL MARK

*Replaces: Enduring Mark*

When you create an enchantment, the markings you make cannot be removed by anything short of magic, and even then the person dispelling your mark takes 2d6 damage of magical backlash. This does not affect you willingly erasing your own mark, which you can always do without risk.

### MASTER CRAFTSMAN

When you craft an enchantment, on a 12+ the GM will tell you one further thing you can do to perfect your enchantment. When you do it, you get the third option from the list.

### RUNIC MASTERY

*Requires: Runic Empowerment*

When you mark your weapon with runes, choose two runes instead of one.

### SOULFORGER

You may now enchant living objects, including people. Your subject must be either willing or restrained for you to enchant them.

### SPELLBREAKER

Add the following question to Analyze Dweomer:

- How can I remove or negate the magic on this object?

### TRICKY ENCHANTMENT

*Replaces: Risky Enchantment*

When you craft an enchantment, you may choose to spend zero Stock. If you do, make the roll at +0.

### WAR ENCHANTER

*Replaces: Battle Enchanter*

When you attack with your rune-marked weapon, you roll with WIS instead of the usual stat.

### WEALTH OF KNOWLEDGE

When you Spout Lore or use Analyze Dweomer, on a 12+, GM will also ask you a question about the subject. Whatever you answer, it is the truth.