




NAME LOOK

Human: Virgil, Melisandre, Tavi, Lokir, Tetsuo
Elf: Aurilionwe, Eberu, Harua, Lemolash, Zemaira
Dwarf: Borash, Korath, Orthas, Torin, Vilkran
Halfling: Apple, Ivy, Seed, Starling, Wren

Haunted eyes, Hard eyes, or Glowing eyes
 Wild Hair, Bald Head, Neatly Styled Hair
 Expensive clothes, Arcane Robes, Dark Clothes
 Thin Body, Scarred Body, Tattooed 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 4 + CONSTITUTION

Alignment

- GOOD**
Right a wrong, either yours or someone else's.
- NEUTRAL**
Keep dangerous magics away from those who would abuse them.
- CHAOTIC**
Carelessly cause great collateral damage.
- EVIL**
Crush anyone who stands in your way.

Race

- HUMAN**
Once per battle you may re-roll a single damage roll (yours or someone else's).
- ELF**
Your beauty, grace, and charisma are overwhelming. Your presence and kind words count as leverage for Parley, even if no one knows who you are.
- DWARF**
Your people are as sturdy as the mountains you come from. When you stand your ground in the face of expected harm, you may spend 1-Focus and take 1d4 less damage.
- HALFLING**
You know that big things can come in small packages. When someone underestimates you because of your size, take +1 against them.

BONDS

Fill in a Bond with at least one of your companions:

- _____
- _____
- _____
- _____

When you **sacrifice a bond for Arcane Power**, X out the .**ARCANE BOND** ____.

STARTING MOVES

Arcane AttunementWhen you **spend uninterrupted time (an hour or so) in meditation drawing upon the Currents of Magic around you** to replenish your reserves, roll

*On a 10+, you generate 5 Focus.

*On a 7-9, You generate 3 Focus.

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

The maximum Focus 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!**Cast an 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 Focus:

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

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

*On a Miss, Something's gone horribly wrong. Spend Focus (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 Focus.

Discern Lore, Spout RealitiesWhen you **spend 1 Focus 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 treat all **Spout Lore** rolls of 7+ as if they were 10+.• 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?*



THE LUMINARY ADEPT MK II

LEVEL XP

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)

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 Focus, 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 three of the following to the effect list for **Weave a Spell**:

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

REFINED SPELLCRAFTING

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

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

The maximum Focus you can hold at any one time is increased to **9**.

COUNTERSPELL (INT)

When you **attempt to counter an arcane spell that will otherwise affect you**, Spend 1 Focus 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 Focus.

If the countered spell has other targets, you may spend 1 extra Focus 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 Focus 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.

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.

ARCANE MASTER

Requires: Arcane Adept

Add two of the following 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 Focus 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 instead of 1.

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 Focus generated by **Arcane Focus**.

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

When you **roll 12+ on any roll (for any move)**, you gain 1 Focus.

The maximum Focus you can hold at any one time is increased to **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 AND CONSEQUENCES?

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

When you attempt the **Parley, Defend, Carouse** and **Aid** or **Interfere** moves, you must roll **-ARCANE BOND**, representing your growing isolation from the mortal world, your own magic is what is making it harder for you to connect with others.

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.

SOLITARY SILENCE

When **all of your Bonds** are sacrificed for power or otherwise lost, anyone attempting to connect with you must roll **-ARCANE BOND**, to **Parley, Defend, Carouse** or **Aid** you, or to create a bond of their own with you. Attempts to **Interfere** can be rolled as normal.

EXAMPLE BONDS – CHOOSE 1-4:

- _____ is in constant danger, I will keep them safe.
- I can sense _____'s weakness.
- _____ fears death, I know it.
- _____ owes me their life, whether they admit it or not
- I worry about the ability of _____ to survive.
- _____ has no respect for my magic, so I have no respect for them.
- _____ is keeping an important secret from me.
- _____ shares my hunger for knowledge!

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, any damage beyond +1 costs extra Focus 1-for-1
- **+Bane:** This spell is extra effective against _____ (eg faerie-bane)
- **Versatile:** Choose an additional Range
- **Unstoppable:** Breaks Armor, Spend 2 Focus
- **Deadly:** +n Piercing, any bonus beyond +1 costs extra Focus 1-for-1
- **Area:** -1 to Cast Evocation roll, but covers the whole area, describe it
- **Extra Target:** Every target beyond +1 costs extra Focus 1-for-1
- **Elemental:** The spell is formed from or manipulates 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, any armor beyond 1 costs extra Focus 1-for-1
- **+Bonus:** +/-n forward, any bonus beyond 1 costs extra Focus 1-for-1
- **Debilitating:** Gives the target a Debility of your choice
- **Extended:** The spell lasts for a few minutes, but no longer than an hour.
- **Sustained:** The spell lasts for a few days, but no more than a week.
- Choose any other tag, not on this list, that reasonably fits your spell

COMPLICATIONS

A complication is a "discontinuity in reality" These are small but harmful effects born of the friction caused reality resisting your spell.

, the GM will choose one of the following Complications for your spell just like any other GM move:

- *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 of your Focus*

EFFECTS

Every spell is very similar to a move trigger. Each Effect is a verb, a statement of intent describing exactly what you're trying to do. Any given spell is just a statement of intent topped with a few tags and a cost in Focus.

Effect explanations:

- **Commanding/Controlling:** Moves the target slightly. the course of a fire, or creek, Unseen Servant, or minor Telekinesis
- **Altering:** influences the target without fundamentally changing it. slightly bigger, or smaller, or brighter, etc
- **Concealing/Hiding:** Target is hidden from one or more of the senses, even magical senses
- **Fortifying/Refining:** Healing or repairing things, removing weakness or impurities
- **Summoning:** Transferring objects or creatures from different locations or planes to another, or bringing them to you
- **Warping/Shaping:** The target is molded and shifted, taking a new form, or the features of multiple forms
- **Perfecting/Improving:** Makes the target much better than before in many ways, stronger faster more durable
- **Transforming/Transmuting:** Change your target entirely from one material to another
- **Creating/Making** – Create material, objects or even creatures from nothing.
- **Harming/Wounding/Destroying:** All spells that cause damage or destruction to their target

EXAMPLE SPELLS

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

ELDRITCH BOLT

"I blast the troll with a wave of concussive energy that eats through flesh like acid."
I am Harming the Troll. Reach (d6+1 damage), 2 piercing (Deadly), +1 forward vs target 2-Focus

FEARFUL FOG

"I thicken the fog, making it colder, creepy voices whisper within to terrify foes."
I am Altering the Fog. Near, Disturbing, Area 0-Focus, -1 to Cast an Evocation.