

BASIC MOVES REFERENCE

HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- You have to move to get the shot, placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

DEFEND

When you stand in defense of a person, item, or location under attack, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attack you may spend hold, 1 for 1, to choose an option. Redirect an attack from the thing you defend to yourself.

- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 Forward against them.
- Deal damage to the attacker equal to your level.

DISCERN REALITIES

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 Forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful to me?
- Who's really in control here?
- What here is not what it appears to be?

SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting - it's on you to make it useful. The GM might also ask you "How do you know this?" Tell them the truth, now.

PARLEY

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

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DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +STR.
- ...by getting out of the way or acting fast, +DEX.
- ...by enduring, +CON.
- ...with quick thinking, +INT.
- ...through mental fortitude, +WIS.
- ...using charm and social grace, +CHA.

On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

AID OR INTERFERE

When you help or hinder someone, say how you do so and roll with that stat, just like Defy Danger. On a 10+, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

NOTES

The Mutable

V.09 Most of the way there.

NAME: _____

Kairael, Niri'ev, Sariel, Zerremrai, Isorsane, Virarel, Telasia, Thalís, Lurassa, Asiurin, Adal, Dust, Bel-zize, Leyam, Pi'ara

LOOK Choose one

Choose one for each, or write your own:

EYES: Mad, Alien, Confused, _____

HAIR: Cropped, Unkempt, Tied back, _____

CLOTHING: Patchwork, Tattered, Singed, _____

BODY: Frail, Tough, Weathered, _____

RACE: _____

Ask your GM which of the following you are using:

DRIVE Choose one

MUTABLE: Gain a new power or relinquish one.

CARELESS: Cause serious collateral damage with your powers.

CONTROLLED: Avoid hurting anyone else with backlash.

BACKGROUND Choose one

NATURE: You were born this way. Start with either *Made of Magic* or *Magic Sink*.

ACCIDENT: Choose an Advanced Move, but take -1 to any Backlash rolls.

EXPERIMENT: Someone did this to you. Start with *Malleable* and one extra starting power in your repertoire.

BONDS

Fill in at least one, but no more than four:

I put _____ in danger while pursuing a new power.

_____ has seen me lose control.

_____ knows where a powerful monster lairs.

I feel more in control when _____ is around.

KEYS Choose one

MUTABLE: Hit this key when your powers cause you hardship or trouble. BUYOFF: Find a cure for your condition.

CHAOS: Hit this key when you act selfishly or with wanton disregard for the consequences. BUYOFF: Do something selfless to your own detriment.

SEEKER: Hit this key when you seek out a new creature to study. BUYOFF: Pass up the chance to do so.

Other people cast magic; they study it, channel it, shape it like a tool.

You are magic. It's part of you, infused into your bones, coursing through your blood, and it demands that you release it..

A Mutable is shaped by the traumas and horrors they have witnessed, and gains the powers of the creatures that they encounter. Over time, this growing collection of powers warps them into something more – or less – than human.

A Mutable's powers are erratic and often dangerous to foes and allies alike; you can never quite trust a Mutable.

Choose this playbook if you want to have decent fighting ability augmented with a flexible repertoire of effects and abilities that you seek out in play, and if you want the strength of your abilities to be directly predicated on your creativity in using them.

HIT POINTS _____ MAX	ARMOR	DAMAGE d6
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LEVEL							
	2	3	4	5	6	7	8
	9	10	LEVEL WHEN XP = CURR LEVEL + 7				

STR MOD _____ SCORE WEAK (-1)	DEX MOD _____ SCORE SHAKY (-1)	CON MOD _____ SCORE SICK (-1)
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INT MOD _____ SCORE STUNNED (-1)	WIS MOD _____ SCORE CONFUSED (-1)	CHA MOD _____ SCORE SCARRED (-1)
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Assign these starting scores to your stats:

16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

Your maximum HP is 8+Constitution.

STARTING MOVES

You start with these moves:

MUTABLE REPERTOIRE

When you experience a creature's supernatural or magical power first-hand, either by having it used on you or in close proximity, tell the GM if you want to add it to your repertoire. The GM will tell you if it's possible, and if so, the difficulty (between -3 and 3).

While a power is in your repertoire, you are immune to it, but are affected by magical effects that target or detect the original type of creature as if you were that type of creature. You can choose to release a power from your repertoire at any time.

You start with one power in your repertoire. Choose from this list or ask the GM for something else, then tell the GM how you acquired it and who died in the process.

- A mermaid's water-breathing; difficulty 3
- A troll's regeneration; difficulty 0
- A medusa's stoning gaze; difficulty -1

If you Make Camp without having used a power from your repertoire since the last time you made camp, the GM will take 2 Hold that can be spent to cause backlash.

UNLEASH POWER

When you use a power from your repertoire, roll + difficulty. On a 10+, it works as expected; choose up to three. On a 7-9, choose two. On a miss, you can't use your repertoire again until you next Make Camp.

- Nothing you care about is damaged accidentally.
- You don't suffer backlash.
- You can still use your repertoire for now.

If a power is ongoing, take a -1 Ongoing, cumulative, to future attempts to *Unleash Power* while you maintain it.

SPELLFIRE

As long as you can use your repertoire, you can summon forth pure magical energy in the shape of a weapon. When you do, describe it; it has the standard tags of its type, is used in the same way, is *Precise* if you wish it to be, and is always *Messy* and *Forceful*.

If you volley with it, replace the option "you have to take several shots, reducing your ammo by one" with "something or someone you'd prefer not to be is hit too".

BACKLASH

The repertoire is unstable; a lapse in control has terrible consequences. When you suffer backlash, roll + difficulty (or WIS if none). On a 10+, choose one. On a 7-9, the GM will also choose one, and if anyone near you is affected by the backlash as well.

- You gain a physical mark or aspect of the creature.
- You gain an instinct of the creature. The GM will tell you when you need to indulge it; if you choose not to, take -1 Ongoing until you do.
- A burst of magical energy inflicts half your damage.
- The magic overwhelms you, knocking you unconscious.

In general, alteration effects fade over several days.

ADVANCED MOVES

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

MADE OF MAGIC

You have an instinctive grasp of how magic works, in all its forms, and can generally make magic items and effects perform as they were intended or bend them slightly to your purpose. When you do, roll+WIS. On a 10+, you get the effect you hoped for. On a 7-9, the GM will offer you a worse outcome. *Special: You can't have this and Magic Sink.*

MAGIC SINK

Magic doesn't work well around you, as whatever's inside you seems to absorb it and reduce its efficacy. When you defy danger against a spell or magical effect, roll an extra d6 and keep the best two. When you try to activate a spell or magical effect (other than your repertoire) or someone casts a beneficial spell on you, roll an extra d6 and keep the worst two. *Special: You can't have this and Made of Magic.*

MALLEABLE

You are automatically subject to any magical effects that transform your body, mind, or emotions. However, such an effect is never permanent and will last only a short time; no matter the source or cause, you will eventually return to yourself. The GM will tell you when.

In addition, as long as you have at least one power in your repertoire, you no longer age, though this confers no special benefits against being maimed or killed – and as you outlive your normal span, the powers in your repertoire will warp you.

CONTROLLED VENTING

When you roll for backlash, add "it erupts in a flashy show of light" to the list. You choose all effects except on a miss.

RAZOR SHARP MIND

Your spellfire weapon gains the tags *+1 Damage* and *1 Piercing*, and you may choose to manifest it with either, both, or neither of the tags *Messy* and *Forceful*.

POWER SPECIALIST

Choose one of your powers; it's now difficulty 3. If you relinquish that power, you may reclaim it after Making Camp at least once, by centering yourself for a few moments.

DILIGENT STUDY

Take a Move from a different playbook; treat your level as one lower for the purposes of selection.

TOUGHER THAN I LOOK

When you take harm that would otherwise kill you or require you to draw your last breath, you can relinquish a power to negate the damage or to somehow survive. Tell the GM what that looks like.

LIKE CALLS TO LIKE (WIS)

When you focus your senses on magic, roll+WIS. On a 10+, you know the rough direction and strength of a nearby creature with a power suitable for adding to your repertoire. On a 7-9, you know where it is, but not how strong it is.

MASTER MOVES

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

MONSTROUS FORM

Choose one of the powers you've chosen for *Power Specialist*. When you use that power, you may take the form of the original creature in the process. When you want to return to your original form, roll + power difficulty. On a 10+, you succeed. On a 7-9, you also suffer backlash.

TARGETED RELEASE

When you suffer backlash, on a 10+ you choose who is affected, from yourself up to a small group, as long as all are near you. On a 7-9, the GM will offer you your choice of two targets for each option. You may also opt to do all, half, or none of your damage if you choose that option.

SIDE PURSUITS

Take a Move from a different playbook; treat your level as one lower for the purposes of selection.

MAGIC INCARNATE

Add spellfire as one of the monstrous forms you can take to *Monstrous Form*. In this form you are as substantial as flame, as malleable as water, do not need to eat, breathe, or sleep, and can only see magic and strongly magical creatures and effects. *Special: requires Monstrous Form.*

INCISIVE MIND

Your spellfire weapon gains the tag *Ignores Armor*.

SPELL SIPHON

When you're the direct target of a spell, you may attempt to absorb its energy directly. When you do, roll + nothing. On a 10+, you absorb the spell harmlessly; take 3 Hold. On a 7-9, take 1 and the GM will offer you a hard bargain or worse outcome. You may spend this Hold on a one for one basis to add to any roll involving spellfire or your repertoire, except *Backlash*. If you have any Hold from this source when you suffer backlash, it counts as a penalty.

MUTABLE CONTAGION (WIS)

You can funnel your mutability to someone else by touching them with skin or spellfire; when you do, roll+WIS. On a 10+, grant one of your powers with an ongoing effect until they next sleep, heal up to your max HP in damage, cure a disease or its effects, regenerate a body part, or remove a poison. On a 7-9, the GM will offer you a cost, like a permanent physical or mental side effect, that you or they must pay in the process.

VICARIOUS KNOWLEDGE

When you touch someone skin to skin who has had a recent encounter that meets the criteria for *Mutable Repertoire*, you may add that power as if it had affected you instead. When you do, you suffer backlash.

GEAR

Your load is 8+STR. You carry dungeon rations (5 uses, 1 weight) and something that reminds you of your humanity, describe it (0 weight).

Choose one defense:

Patchwork armor, pieced from scraps (1 armor, 2 weight)

An odd, distinctive mark on your skin (+1 armor, 0 weight).

Makeshift shield (+1 armor, 2 weight)

Choose two:

Staff (close, two-handed, 1 weight) and bandages (0 weight)

Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)

Healing potion (0 weight)

ITEM	WEIGHT	VALUE

COINS & TREASURE

LOAD

MAX

DEATH MOVE

As your body fails, the power within you slips the leash for the final time. A malestrom of mutable power erupts and rages over the area for days, and all who feel its touch are changed, twisted and warped in uncontrolled ways. For years hence, new monsters will haunt this area, born of your power and carrying some lingering remains of your purpose.

Describe the most powerful of these monsters to the GM, and what part of your purpose drives them. The GM will tell you how they are flawed, but also how they will prosper.