

Name

Look

Human: Baghatur, Haidar, Timothy, Ivan, Maximillian, Alexander, La Croix, Rodriguez, Scyld, Wilhelm, Joan, Grace, Lozen, Adina

Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian, Adarena, Trispera, Shokosun, Naamreith

Dwarf: Storrin, Thunn, Bolri, Ketgrim, Klia, Dala, Ragon, Balkka

Fiery eyes, curious eyes, or joyful eyes
Flowing hair, Fancy hat and scarf, or shaved head
Flashy garments, worn tunic, or long robes
Lithe build, muscular build, or husky build

Assign these scores to your stats : 16 (+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

Strength

Weak -1

Dexterity

Shaky -1

Constitution

Sick -1

Intelligence

Stunned -1

Wisdom

Confused -1

Charisma

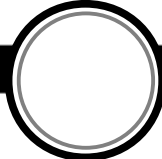
Scarred -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

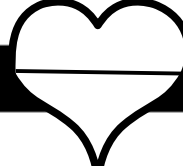
Damage



Armour



HP



Max HP is 6 + Constitution

Alignment

- Neutral: Learn about a magical phenomenon
- Lawful: Bend to the rules of authority
- Chaotic: Undermine the authority of a person or group.

Starting Moves

Centre of Magick

Although you are skilled in many areas of combat, there is one that stands out above the rest. Where does your true power lie?

- Body: You cast white magic by rolling +WIS and black magic by rolling +INT. Increase your damage die to a D8 and increase your max HP by 2.
- Heart: You cast both white and black magic by rolling +WIS. Before you roll to cast *Mend*, you may choose to either heal by rolling 2D6 and healing the higher number, or ignore the negative effects of a 7-9 roll.
- Mind: You cast both white and black magic by rolling +INT. You also start with either 'Elementary' or one advanced black magic spell – your choice.

Race

- Elf : You're an excellent judge of character – when you meet someone you can always tell their true alignment. Ask the GM – they will tell you truthfully.
- Human: Your travels have taught you bits and pieces of many languages and peoples. Take +1 when you Spout Lore about a culture.
- Dwarf: Being short just gives you a lower centre of gravity. When you Hack and Slash, your attacks gain the 'Forceful' tag.

Mend (White Magic)

When you lay your hands on a wound and channel your magics to heal it, roll your casting stat- on a 10+ you heal 1D6 damage. On a 7-9, the person is healed, but you transfer the damage onto you.

Magic Strike (Black Magic)

Choose an element from below:

- Fire
- Frost
- Electricity
- Other: _____

When you launch that element from your hands roll your casting stat. On a hit deal 1D8 damage to a single target and apply any effects your element would have (ex: fire burning, ice freezing). On a 7-9 choose one:

- You lose control of the spell or are otherwise put into a spot (the GM will describe how)
- Casting the spell drains you, take -1 to cast magic until you rest
- The spell wracks your body as it leaves you – take 1d6 damage.

Mjolnir!

When you have some time, you can impart a fragment of your soul into a weapon. Choose carefully; you can only do this with one weapon at a time. A weapon containing your soul can be called to your hand so long as it has a clear path. If the weapon is destroyed, take -1 ongoing until you share your soul with a new weapon. You can volley with your weapon as well (near range), but can never choose to reduce ammo on a 7-9.

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

I don't think _____ is very bright... They're likely to blunder into trouble.

_____ seems like someone I can rely on when the going gets tough.

_____ always seems to make others mad.

There's something strange about _____ but I can't put my finger on it.

The Red Mage

Level
XP

Gear

Your Load is 9+STR. You begin with Dungeon Rations (5 uses, 1 weight).

Choose two:

- Adventuring Gear (5 uses, 1 weight)
- 1 Healing Potion (0 weight)
- 20 Coins

Choose your gear:

- Leather armour (1 weight, 1 armour), or bag of books (5 uses, 2 weight)

You have 3 throwing knives (thrown, near, 0 weight). Choose 1:

- Longsword (1 weight, +1 damage, close)
- Rapier (1 weight, precise, close)
- Battleaxe (2 weight, +1 damage, messy, close, 2 handed)

Advanced Moves

When you gain a level from **2-5**, choose from these moves or choose a spell from the next page.

Hat Trick (White Magic)

You have a magnificent, magical hat; describe what it looks like. When you search your magnificent hat for something (it has to be small enough to fit), roll your casting stat. On a 10+ you happen to have just the thing, or close enough. On a 7-9, you find a few things that might be helpful, but aren't quite what you're looking for. In either case, the GM will tell you what. On a miss, the depths search you: the GM will tell you what you've lost.

Aura (Black Magic)

When you infuse one of the elements you control with Magic Strike into one weapon you hold (including ranged weapons and their ammo), roll your casting stat. On a hit the weapon takes on the effects of that element. On a 10+ it also does +1D4 damage.

Elementary

Add 2 more elements to the list of elements you can cast with *Magic Strike*. You can take this move multiple times upon Level Up.

Just a Flesh Wound

When you heal damage using Mend, you can boost the amount healed by 1D6.

Takes After Me!

When you have time and materials, you can create a homunculus, a small servant or minion for yourself – describe its appearance and name it. A homunculus has 5 HP, a D4 damage dice, +1 in all stats, as well as one useful skill or adaptation which you decide on when it's created. A homunculus cannot normally speak, but you can communicate telepathically with it from any distance. If it is destroyed you take -1 ongoing until you can create another one.

Good Student

When you see the effects of a spell ask the GM the name of the spell and its effects. Take +1 when acting on the answers.

Vulcan

When you Parley using a logical argument as leverage, roll +INT instead of CHA

Armoured

You ignore the clumsy tag on armour you wear.

Tough Guy

Take a move from the Fighter playbook.

When you gain a level from **6-10**, you may choose from these moves as well.

Diviner (White Magic)

When you spend a few minutes gazing into a reflective surface (such as a bowl of water) to see what the future has in store, you may roll your casting stat. On a hit, the GM will tell you something that will come to pass. On a 10+, you can ask the GM one question about your vision.

Magic Blast

Required: Elementary

When attacking with *Magic Strike*, you can choose to either hit multiple enemies in a small radius with your spell, or deal +1D8 damage to a single target.

Aim Assist (Black Magic)

When you Volley with your bonded weapon, you may use your casting stat to volley instead of DEX.

Element Weaver (Black Magic)

Required: Aura

When you use Aura, you now infuse any and all weapons you are currently holding. It also does +1D6 instead of a D4 when you roll a 10+.

Thunderclap

Required: Aura

When you make a roll using your bonded weapon while infused with an element, on a 12+ you blast all nearby enemies away with your element's force, dealing your damage to all enemies within range.

Shake it Off

Replaces: Just a Flesh Wound

When you heal with Mend, choose one additional effect:

- Increase the amount healed by 1D6
- Heal one debility

Duelist

When you Hack and Slash, you gain +1 armour forward.

Tougher than he looks too...

Required: Takes After Me!

Your homunculus is now improved in some fashion. Choose one of the following and apply it your homunculus:

- It has +2 instead of +1 in a single stat (your choice)
- Its damage die is D8 (describe how it is more dangerous)
- It has 3 more HP and 1 Armour
- It has another useful adaption – describe it.

Advanced Spells

When you gain a level, instead of choosing an advanced move, you can instead learn one of the following spells.

White Magic

Invisible

When you use your magic to turn yourself invisible, roll the appropriate casting stat. On a hit you can walk about without anyone seeing you, and take -1 ongoing until you become visible again. If you attack or take damage, you become visible again. You cannot use other magics while invisible. On a 7-9, choose 1.

- You are only invisible when you aren't moving
- You are spotted before you turn invisible, or something else betrays your presence
- You take -1 ongoing to cast magic until you are able to rest

Drain

When you touch someone to drain their life force, roll the appropriate casting stat. On a hit, you deal 1D6 damage, and heal half that much damage to yourself (rounded up), or the next person you touch. On a 7-9 choose one:

- You take -1 ongoing to cast magic until you make camp
- Put yourself in a spot; the GM will tell you how.

Ward

Roll the appropriate casting stat to give you or another party member extra armour while you maintain the spell – describe what your magic does that protects them. While you maintain the spell, you take a -1 ongoing to cast magics. On a 10+, they receive +2 armour. On a 7-9, they receive +1 armour.

Impact

Roll the appropriate casting stat to allow you or another party member to deal extra damage – describe how your spell improves their skills. On a hit the target deals +1D6 damage. On a 7-9 choose one:

- While this spell is ongoing you reduce your damage done by 1D6 (you cannot choose this option if you cast this on yourself).
- Put yourself into a spot; the GM will tell you how
- Take -1 ongoing to cast magic until you are able to rest

Black Magic

Magical Rope

When you summon ropes from nothingness to do your bidding, roll the appropriate casting stat. On a 10+ gain 2 hold, on a 7-9, hold 1. Spend hold 1 for 1 to do the following:

- Ensnare an enemy
- Constrict or choke them – deal damage equal to your level
- Assist you in navigating the environment as appropriate

Mirror Image

When you create a mirror image of yourself, roll the appropriate casting stat. On a hit, the mirror image appears, and when you would take damage ignore it if the result of the damage roll is an odd number: the attack hits the mirror image instead, causing it to dissipate. On a 7-9 choose 1:

- You take -1 ongoing to cast magic until you make camp
- You cannot cast another spell while the mirror image persists
- Put yourself in a spot; the GM will tell you how.

Mind-Read

You can attempt to read the minds of people you touch by rolling the appropriate casting stat. On a 10+ gain 2 hold, on a 7-9, 1. Spend hold 1 for 1 to do the following:

- Ask the GM their true motive, desire or intentions
- Implant a thought or idea that is not their own
- Discover a secret or important information they possess

Levitate

You are able to lift, move or throw a creature or object smaller than you with your mind, when you do, roll the appropriate casting stat. On a hit, you have total control of it and can move it around at will, or break your connection with it to throw it within near range: deal your damage (adding the 'forceful' tag) to any creatures involved as long as they don't hit something soft. While levitating an object you take -1 ongoing. On a 7-9 choose 1:

- You take -1 ongoing to cast magic until you make camp.
- Put yourself in a spot; the GM will tell you how.

Spell Mastery

When you gain a level from **6-10**, instead of choosing an advanced move, you can instead choose to master one of your advanced spells.

Ghost

Requires: Invisibility

In addition to the regular effects, when you roll to become invisible: hold 1 STEALTH when you roll a 7-9, and 2 STEALTH when you roll a 10+. Spend STEALTH when you make an attack against an enemy to remain invisible.

Heavy Lifting

Requires: Levitate

When you cast Levitate, you may now levitate creatures and objects your size or larger. You can levitate yourself as well, moving about as fast as you walk or run, but throwing yourself might be dangerous.

Parasite

Requires: Drain

You now deal +1D6 damage when you drain an enemy.

Are You Thinking What I'm Thinking?

Requires: Mind-Read

You can now read minds without having to touch someone—they can simply be nearby. Also, on a successful roll, you gain +1 forward on your next roll against your target.

Better Half

Requires: Mirror Image

When you control a mirror image, you can roll the appropriate casting stat to control it. On a hit gain 1 hold. You can spend it to have the mirror image do one of the following. On a 7-9, the mirror image dissipates soon after.

- Deal your class damage to the enemy
- Open up a foe for you or an ally, giving that ally +1 forward against them.
- Lead someone astray