

# NAME

# LOOK

Names: Gemstone, Prism, Rothion, Anastasia, Herodotus, Khal, Rainbow, Loo, Cassandra, Brutus

Violet eyes, glittering eyes, or eyes like the forest  
Silky mane, fiery mane, or polychromatic mane  
Pure coat, colorful coat, or jet black coat  
Lithe body, powerful body, or body of sinuous light

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

## Alignment

- o **GOOD**  
Heal a hurt, literal or metaphorical
- o **CHAOTIC**  
Break the bonds of civilization
- o **NEUTRAL**  
Protect nature from defilement

## STARTING MOVES

### Glittering Horn

Your horn counts as a weapon with the *close* and *piercing 1* tags. When you touch it gently to a wounded friend, roll+CHA. \*On a hit, they heal 1d8 damage or recover from the effects of one poison or disease. \*On a 7-9, also choose one:

- The release of magic attracts unwanted attention.
- You take damage equal to what you heal.
- The healing is incomplete, and they take -1 forward.

### Guardian of the Forests

You may converse with animals and even plants as easily (if not more so) than humanoids do with one another.

### Old as the Moon

You do not age or wither. Any time a move says that you would consume a ration, ignore it. You draw sustenance from the flow of life itself.

### The Meaning of Haste

You appear something like a horse, but more graceful, and as such cannot wear or use most items and equipment. When you gallop forth in a race against time, roll +DEX. \*On a 10+, you arrive in time. \*On a 7-9, you cut it close, attract unwanted attention, or put yourself in a spot. The GM will let you know.

## Race

- o **NOBLE**  
When you deem a humanoid ally worthy to ride you and carry them into battle, they take +1 forward to hack and slash.
- o **WILD**  
You take +1 to defy danger related to being taken captive, dominated, or controlled.
- o **ALICORN**  
You are a flying unicorn, and begin with the Skyward Dash move.
- o **THE LAST**  
There are no others like you in the world abroad, and you start with the move Unknown and Glad of It.

## BONDS

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

- \_\_\_\_\_ is pure of heart.
- I hope that \_\_\_\_\_ may know of my lost kin.
- \_\_\_\_\_ has waited a lifetime to see a unicorn.
- \_\_\_\_\_ makes me fear that a unicorn might know regret.

# THE UNICORN

LEVEL   
XP

## GEAR

Your Load is 12+STR, and you may consent to carrying saddlebags in times of dire need, but a true unicorn has no need or desire for worldly possessions. Instead of objects, you carry a memory with you. Choose one:

- You remember the monster (literal or metaphorical) who destroyed your forest.

## ADVANCED MOVES

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

### o UNKNOWN AND GLAD OF IT

It takes a special kind of person to see you for what you really are. Unless someone looks at you with eyes unclouded by banality, they see only a beautiful mare or stallion, allowing you to pass without notice through civilization.

### o MYTHS AND MYSTERY

When you encounter something ancient, the GM will tell you something useful that you remember about it. You were there.

### o GORE

Your horn is now *piercing 2, forceful* and *messy*.

### o LIGHT IN THE DARKNESS

Your horn can emit light equal to a large torch's. When you shine it on evil magic or an evil magically summoned creature, roll+CHA. \*On a 10+, the magical effect dissipates, or the evil creature is banished. \*On a 7-9, the magical effect is halved, or the magically summoned creature hesitates for a moment.

### o ON MAN'S ROAD

Your companions benefit from your aura of natural vigor, feeling more satisfied with less nourishment. When you undertake a perilous journey and serve as the quartermaster, succeed as if you rolled a 10+.

### o SKYWARD DASH

Choose feathered wings, a body like cloud, or a trail of polychromatic light. Accompanied by this effect, you are capable of flight. When you fly somewhere you couldn't ordinarily reach, roll+DEX. \*On a 10+, you do it, no problem. \*On a 7-9, choose one:

- You are tired and cannot fly again until you make camp
- You attract unwanted attention
- You leaped before you looked, and land in a bad spot

### o STALWART SPIRIT

When you defend, you may roll+CHA instead of +CON, and you take +1 armor forward.

### o THE MOST BEAUTIFUL CREATURES

When you let someone see you, really *see* you, for the first time, roll +CHA. \*On a 10+, they must choose two. \*On a 7-9 they must choose one:

- Reveal a profound personal truth
- Pledge to follow you
- Stand helpless, weeping silently for a moment
- Avert their eyes and back away.

### o PURE AS SNOW

You gain +1 armor against any evil source of harm.

### o UNICORN'S BLESSING

Your glittering horn pulses with sacred energy, and can now heal D10 damage.

### o NIMBLE STRIKES

Your horn gains the *precise* tag.

- You remember a cryptic riddle, leading to others of your kind.
- You remember the last words of a dying queen, requesting you aid the rest of the party.
- You remember an ancient evil you laid to rest long ago, now rising again in these dark times.

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

### o BEAUTIFUL AND TERRIBLE

*Requires: The Most Beautiful Creatures*

When you use The Most Beautiful Creatures, select a desired response. On a hit, if the affected creatures do not use one of their choices to select that response, they take your damage, ignoring armor.

### o SKEWER

Your damage die becomes a d10, and when you roll a 12+ on hack and slash, you deal your damage, avoid your enemy's attack, and impale it helplessly on your horn.

### o ULTIMATE BLESSING

*Requires: Unicorn's Blessing*

When someone you have a bond with dies, you may attempt to bring them back to life. If you touch your horn to their (mostly intact) body within a day of their passing, roll+CHA. \*On a 10+, they return to life, but you can never use this move on them again. \*On a 7-9, you also take a debility and cannot use your horn to heal until you have recovered.

### o SONIC RAINBOOM

*Requires: Skyward Dash*

When you roll a 12+ on Skyward Dash, you may choose to also stun any enemies and pursuers with the force of your passing.

### o ETHEREAL

You exist only partly in this plane, and may pass through solid matter. When you move through a wall to what lies beyond, roll+CHA. On a hit, you are able to phase through to the other side. On a 7-9, you are put in a spot on the other side, or it takes an unusually long time for you to phase through.

### o PURIFYING WAVE

You can emit a beam of devastating light from your horn, which has the *near* tag. You may not choose to expend ammunition when you volley using this attack.

### o FRIENDSHIP IS MAGIC

When you successfully aid someone, they may also heal d6 damage.

### o IF YOU'D BEEN WAITING TO SEE A UNICORN AS LONG AS I HAVE . . .

Hirelings will always take "to see a unicorn" as their cost for their first adventure with the party.

### o DOES IT MAKE YOU HAPPY?

At the end of a session, the GM will ask you if you helped another party member or NPC realize their potential. If the answer is yes, you mark XP.

### o ENCHANTED FORM

You have grown so suffused with magic that even a small part of you contains potent energies. When you use the offer of a lock of your hair or a drop of your blood as leverage to parley, take +1 forward.

### o HUMAN ENOUGH TO CRY

*Requires: Unknown and Glad of It*

After making camp or recovering, you can choose to awaken in a human form (or revert from this change). In human form, you retain some "tell" of your true nature, such as a star-shaped birthmark on your forehead. You may use human equipment in this form, but will not be able to trigger unicorn moves that depend on your horn or equine form such as Glittering Horn or Meaning of Haste.