

Name

Race

Look

Choose a name or make your own:

Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara Xenon, Halwyr, Dorigen, Aballister, Vincent, Akar

Choose a race or make your own:

Human, Elf, Dwarf, Halfling, Half-Elf Lizardfolk, Orc, Gnome, Goblin, Hobgoblin Tiefling, Catfolk, Kobold, Aasimar, Naga

Choose one for each or make your own:

Haunted Eyes, Sharp Eyes, Crazy Eyes, _____ Styled Hair, Wild Hair, Pointed Hat, _____ Old Robes, Stylish Robes, Odd Robes, _____

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

Strength Dexterity Constitution Intelligence Wisdom Charisma

STR DEX CON INT WIS CHA

Damage

d4

Armor

HP

Current
MAX
17

Your Max HP is 17

Drive

Choose one drive.

POWER

Uncover new magical treasures.

KNOWLEDGE

Discover something about a magical mystery.

INFAMY

Use magic to cause terror and fear.

Starting Moves

You start with these moves:

ALTER REALITY

When you cast an arcane spell to change the world around you, describe it and roll + INT.

*On a 10+: Your magic works! Choose 2 tags from below, or 3 tags and 1 complication.

*On a 7-9: As a 10+ but you must also choose 1 additional complication below.

*On a 6-: Something's gone horribly wrong with your spell, you will regret casting it.

Complications:

- The spell draws unwelcome or otherworldly attention, putting you in a spot.
- The spell affects either much more or much less than you wanted it to, GM's choice.
- The spell distorts the fabric of reality unexpectedly, the GM will tell you how.
- The spell consumes your life force. Take 1d4 damage that ignores armor.

Spell Tags:

- strong (+1d4 damage)
- transmuting (change substance)
- shaping (change shape or form)
- manipulating (twist thoughts)
- creating (or summoning)
- area-of-effect
- forceful
- messy
- stunning
- positioning
- chaining
- armor piercing
- long lasting
- debilitating
- repelling

WANT TO SEE A TRICK?

You have the power to easily invoke minor magical cantrips without penalty. Slowly moving small objects, creating minor obvious illusions, generating mild heat and sources of light, and other similar feats are all easily within your power without having to roll.

RITUAL

When you draw on a place of power to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are 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 _____
- The best you can do is a lesser version, unreliable and limited
- You'll have to disenchant _____ to do it

Background

Choose one background.

BORN WITH THE GIFT

Magic is as natural as breath to you. Whenever a magical effect happens close by, you can feel it, and tell roughly which direction and how far it is from you.

HARD STUDY

You earned this power. You start with the Prodigy advanced move.

INFERNAL PACT

Great magic comes at a price. When you Alter Reality to harm another and roll a 10+, any d4 you would roll for damage becomes a d6 instead. When you take a Last Breath, something other than Death awaits you, and it always exacts a heavy price (even on a 10+).

Bonds

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

I have seen an important vision of _____.
_____ knows the secret to my powers.
_____ is woefully misinformed about the world; I will teach them all that I can.



The Wizard

Level

XP

Your load is 7+STR. Your starting gear is:

- Dungeon Rations (5 uses, 1 weight)
- Bag of books (5 uses, 2 weight)
- Leather armor (1 armor, 1 weight)
- 4 coins

Choose your magical implement:

- A ritual dagger riddled in runes. (*Hand*, 1 weight)
- A staff made from a long forgotten tree. (*Close, Two-Handed*, 1 weight)
- A large spellbook that always has more pages. (*Hand*, 1 weight)
- Make your own: _____

Advanced Moves

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

ARCANES FAMILIAR

You have a strong magical connection with an arcane creature you have bonded with. When you take this move, describe and name your new familiar. You can communicate telepathically with your familiar, and if it is destroyed it will re-materialize after a night's rest. Additionally, you may now form Bonds with your familiar and it may attempt to aid you in your Moves, rolling + your Bonds with it.

Name your familiar: _____

PRODIGY

When you **Spout Lore** about something no one else has any clue about, take +1.

ENCHANTER

When you **have time and safety with a magic item** you may ask the GM what it does, the GM will answer you truthfully. You will know how to duplicate the effects with a **Ritual**.

BATTLEMAGE

When you **Alter Reality**, you may select the *strong* tag multiple times.

ARCANES WARD

You gain +2 armor against magical effects.

COUNTERSPELL

When you **attempt to counter an arcane spell targeting you as it is cast**, roll+INT.

*On a 10+: Choose 2

*On a 7-9: Choose 1

- The spell deals no damage.
- The spell's effects are superficial and temporary.
- You take +1 forward against the caster.

QUICK STUDY

When you **see the effects of an arcane spell**, ask the GM the name of the spell and its effects. You take +1 forward when acting on the answers.

POWER OF BLOOD

When you **sacrifice something cat sized or larger to fuel dark magic**, take +1 forward to casting your spell.

SHOWOFF

When you attempt to **wow an audience with a display of your power**, roll +INT.

*On a 10+: Choose 2

*On a 7-9: Choose 1

- You have their full and complete attention.
- Those that watch are wowed and amazed.
- You draw a large and interested crowd.

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

ARCHMAGE

When selecting tags for your spells, you may select an additional tag.

ENCHANTER'S SOUL

Requires: Enchanter

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

LOGICAL

When you **use strict deduction to analyze your surroundings**, you can **Discern Realities** with INT instead of WIS. On a 10+ you also get to ask the GM an additional question.

CIRCLE OF PROTECTION

When you **Make Camp**, you may spend a few minutes creating a magical circle around you and your allies. If something with harmful intent approaches your circle, you will be warned as if you had kept watch and rolled a 10+. Additionally, enemies lesser magical attacks cannot pass through the circle.

ETHEREAL TETHER

When you have **time with a willing or helpless subject you can craft an ethereal tether with them**. You perceive what they perceive and can discern realities about someone tethered to you or their surroundings no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.

DEMENSE OF POWER

When you **have time, arcane materials, and a safe space, you can create your own place of power**. Describe to the GM what kind of power it is and how you're binding it to this place. Whenever someone else tries to use magic in your Demense, you may roll to Aid or Interfere using +INT.

RITUALIST

When the GM tells you the requirements you need to perform a **Ritual**, you can veto one of the requirements.

PROTECTIVE COUNTER

Requires: Counterspell

When an **ally within sight of you is affected by an arcane spell**, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

WORLDLY

Gain one move from a playbook no one else is currently using.