

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

◆ A spellbook (describe it)

◆ Healing Potion

When you drink it, heal 10 HP or remove one debility, your choice.

◆ A staff

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

Bag of Books (5 uses) ○○○○○

Mark this if you've chosen the "Antiquarian" Background.

When you Spout Lore and consult one of your books, mark off a use and take +1 to your roll.

Tricky Rope

Mark this if you've chosen the "Fae Foundling" Background.

A rope that listens, and (usually) does what it's told. Tell it "Coil" or "Slack" or "Come here, rope" and it will.

Your Patron's Token

Mark this if you've chosen the "Pact" Background.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.

Intelligence (INT) Recall facts, use magic, quick thinking.

Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.

Constitution (CON) Withstand poison, defend others, toughen things out.

Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.

Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

WIZARD

You're a master of the arcane. Although you may be weak in hand-to-hand combat, your spells and knowledge will make you a match for almost any danger. With a Ritual, you can accomplish nearly anything, though you may need some help to achieve your goals. Read the Spout Lore move from the Basic & Adventuring Moves insert. It can be quite useful!

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Ebsorin, Plumanaxus, Ildra, Izohra, Jil'Un, Steburis, An alliterative name, an alien name, a pun

Look: _____

Examples: Haunted Eyes, Pointed Hat, Strange Robes, Thin Body, Sparkly Skin, Charmed Smile, Human, Elf, Dwarf, Halfling, Gnome, Orc

A personal goal (and why):

Examples: learning, fulfilling a ritual, a mystical pact, a special ingredient, a dream

A memory that made you YOU:

Examples: A dire omen, missed opportunities, a master, a hazy vision

Knowledge of the area:

Examples: What unique relic exists here? How do the locals view your magic? What arcane secret endangers this area?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Whose destiny have I foreseen?

Who do I need to teach about how magic really works?

Who is keeping a secret from me?

Who here am I experimenting on? What have I done to them?

Who do I believe will play an important part in the events to come?

Backgrounds

(Choose one)

Antiquarian

+2 INT, +1 WIS

You start with a **bag of books** (5 uses).

You are self-taught but untried, learning magic from a few ancient tomes. Around here, you're the local know-it-all, or perhaps their assistant.

When you Cast A Spell, prepare one additional spell from your spellbook.

Fae Foundling

+2 INT, +1 DEX

You start with a **Tricksy Rope**.

You were found as an infant; someone was kind enough to raise you as their own. You display a natural gift with magic. You do not need to Cast A Spell to ask the GM what here is magical; you can just ask them whenever you like, without rolling.

Pact

+2 INT, +1 CHA

You start with **your patron's token** (describe it).

You learned magic by swearing allegiance to someone—or something—else. Who are they? What do you owe them? You can break the token of your patron's favor at any time to summon your patron to you and demand a favor. It'll tell you what it wants in return.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- Cause trouble by touching, opening, or tinkering with something
- Set up a ploy and then take advantage of it
- Alienate an NPC with your strange behavior
- Deflect or evade an inquiry into your doings
- Use magic to cause terror and fear.

Stats

♥ **Hit Points** _____ /16

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.

🛡️ **Armor** _____

Subtract your armor from any damage you take.

✋ **Damage**  1d4

Bonus Damage _____

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your **Background**. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA

- | | | |
|-----------------------------------|--------------------------------|------------------------------------|
| <input type="checkbox"/> Weakened | <input type="checkbox"/> Dazed | <input type="checkbox"/> Miserable |
| -1 ONGOING STR & DEX | -1 ONGOING INT & WIS | -1 ONGOING CON & CHA |

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

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- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

Spellbook

When you spend some uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- ◆ Remove any penalties to Cast A Spell.
- ◆ Lose any spells you already have prepared, and prepare up to 5 spells from your spellbook.

If your spellbook is ever stolen, you cannot memorize spells until you get it back!

Your spellbook contains the following spells:

- Light**: You conjure a magical light that will follow you around, as long as you wish.
- Detect Magic**: The GM will tell you what here is magical, and what its effects might be.
- Invisibility**: You or an ally you touch becomes invisible, until they make an attack or you cast another spell.
- Magic Missile**: Bolts of pure magic spring from your fingers; deal 2d4 damage to one target.
- Charm Person**: The person you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.
- Contact Spirits**: You contact a spirit; it appears before you and is bound to answer any question.
- Telepathy**: You form a psychic link to a person you can touch; you share their senses and thoughts.
- Sleep**: Your INT in creatures you can see fall asleep. They still awaken as normal: loud noises, jolts, pain.

Cast A Spell

When you cast a magical spell, roll+INT. On a hit, the spell is cast successfully. On a 7-9, choose one:

- ◆ The spell disturbs the fabric of reality as it is cast; take -1 Ongoing to Cast A Spell until the next time you prepare spells. This penalty is cumulative.
- ◆ After it is cast, the spell is temporarily forgotten.
- ◆ You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

Ritual

When you perform a ritual in order to create a magical effect, tell the GM what you're trying to achieve. You can accomplish just about anything, but the GM will give you 1-4 of the following conditions:

- ◆ It will take __ time to do it.
- ◆ You must draw on a place of power.
- ◆ First you must _____
- ◆ You'll need help from _____
- ◆ It will require a lot of __
- ◆ The best you can do is a lesser, unreliable or limited version
- ◆ You and your allies will risk danger from _____
- ◆ You'll have to sacrifice _____ to do it
- ◆ You'll have to disenchant __ to do it

Advances

When you use XP to gain an **Advance**, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

Archmage

The maximum number of spells you are able to memorize increases by 1. This advance may be chosen more than once.

Logical

When you use strict deduction to analyze your surroundings, you can Discern Realities with INT instead of WIS.

Arcane Ward

As long as you have at least 2 spells prepared, you have 2 Armor.

Enhanced Spellbook

Choose a spell from below to add to your spellbook.

- Mimic**: Touch someone; you take on their exact appearance until you dismiss this spell or take damage. While ongoing, you cannot use magic.
- Dispel Magic**: Choose a spell or magical effect nearby; it is dispelled or suppressed (the GM will say which).
- Fireball**: Deal 2d6 damage (ignores armor) to one target and everything near it.