

CLERIC

LEVEL

NAME

GENDER

HERITAGE

ALIGNMENT

APPEARANCE

TRAITS

ABILITIES

STAT BURN

STRENGTH

--	--

STR

--

INTELLIGENCE

--	--

INT

--

WISDOM

--	--

WIS

--

DEXTERITY

--	--

DEX

--

CONSTITUTION

--	--

CON

--

CHARISMA

--	--

CHA

--

LUCK

--	--

LUC

--

HP
HD
TYPE
d8

ARMOR



WEAPONS:

TYPE/TAGS

DMG

WT.

AMMO:

--	--	--	--	--

--	--	--	--	--

STAT MOD

3 -3

4-5 -2

6-8 -1

9-12 0

13-15 +1

16-17 +2

18 +3

TREASURE

GOLD:

SILVER:

COPPER:

1 GP = 10 SP = 100 CP

STASHED:

EQUIPMENT

WT.

ITEM/TAGS

WT.

	WT.	ITEM/TAGS	WT.

--

MAXIMUM LOAD
(STR + 8 + MISC)TOTAL WEIGHT CARRIED
(ENCUMBERED + TAKE -1 ONGOING)

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NOTES

DEITY

ALIGNMENT

DOMAIN(S)

TENET(S)

☐ WISDOM
☐ CHARISMA

NOTES

rites, rituals,
holy days
myths, stories,
pantheon, allies, enemies, etc.

☒ DISCIPLE

You are a vessel of your god's will. Name your Deity. Your Deity has the same Alignment as you. Your Deity and holds sway over one or more *domains*. Add these using words like "God/dess of _____". Write at least one tenet by which you are expected to abide. Examples: ("Always help those in need.").

Choose whether your vocation requires Wisdom or Charisma and use the chosen ability for all Cleric moves. Add notes detailing the religion/pantheon. Draw or describe the symbol of your faith.

☒ PRAY

When you take time to commune with your deity, roll +WIS/CHA

10: Your prayers are honored—gain 1d4 favor.

7-9: Your prayers are heard—gain 1 favor.

You can spend favor 1-for-1 to take +1 forward to any Cleric move or any TEST OF FAITH roll.



FAVOR

(MAX = CHA/WIS + LVL + MISC)

☒ SACRIFICE

When you make a sacrifice appropriate to your deity, gain 1 favor. 25 silver coins, 5HP, (or equivalent) count as 1 sacrifice, and you may make more than 1 at a time. Material sacrifices must be tithed, destroyed, or given away.

☒ BLESS/CURSE

When you call upon your deity to empower, protect, hinder, or afflict someone or something, describe the boon or bane you wish to bestow, how it falls within your deity's domain, and roll +WIS/CHA:

10: The effect is granted and has duration 3 (short; minutes).

7-9: The effect is granted and has duration 1 (brief; seconds).

6-: Mark XP. If you also have zero favor, roll a TEST OF FAITH. You may permanently burn 1 Wisdom/Charisma to make curses permanent.

☒ HEAL/HARM

When you call upon the power of your deity to heal or harm another, place both hands upon them, and ROLL +WIS/CHA:

10: You heal/harm them for 1d4 + FAVOR points.

7-9: You must burn 1 Constitution to heal/harm 1d4 points.

You may heal a single ability or hit points, your choice.

Work with the Judge to determine how your deity restricts heal/harm from affecting certain creatures or alignments.



2d6 TEST OF FAITH

- 2 You have fallen from grace. Lose all Cleric moves until you prove yourself. Ask the Judge what that means.
- 3 You are marked by the test: permanently burn 1 ability point of the Judge's choice.
- 4 Your deity singles out one of the unfaithful (ask the Judge who). Take -1 ongoing until you convert or perform last rites over that individual.
- 5 You are unworthy: burn 1d4 Wisdom/Charisma.
- 6 Until you convert a new follower, you may hold no more than 1 favor.
- 7 Reduce favor to 0, and take -1 ongoing to PRAY until you make a SACRIFICE.
- 8 You are unable to heal HP or ability points until you make a SACRIFICE.
- 9 You take -1 ongoing to PRAY until you satisfy your TENET.
- 10 You suffer a minor temporary affliction related to your deity's domain.
- 11 You must atone right now, in a way that draws unwanted attention.
- 12 Your deity is merciful—treat the result of the move that triggered this roll as a 7-9.

CLERIC ADVANCED MOVES

Choose 1 of these moves each time you reach an odd-numbered level.

☐ SMITE

When you **deal damage to an enemy of your faith in hand-to-hand combat**, deal your damage, plus damage equal to your current favor. Then, spend 1 favor.

☐ PRAY FOR GUIDANCE

When you **Pray and roll a 7+** you may also ask your deity the best course of action, and the Judge will tell you the answer.

☐ HANDS OF POWER

When you **heal/harm** a creature, increase the effect to 1d10 + WIS/CHA.

☐ VESSEL OF THE DEITY

When you **surrender your physical self to your deity**, describe your goal and ROLL +WIS/CHA:

10+ Choose 1 from the list below

7-9 Choose 2 from the list below

6- Mark XP, and all 3 apply.

While you are in pursuit of your goal, you take +1 ongoing and ROLL +WIS/CHA in place of all other ability modifiers. The divine spirit leaves you when you meet your goal or when you're incapacitated, whichever comes first.

- When the spirit leaves you, burn 2d6 minus level ability points (minimum 1).
- As soon as you have 0 favor, the spirit leaves you and you must roll on the TEST OF FAITH table.
- While the spirit is in you, you must adhere to your deity's agenda at all costs.

☐ INSPIRE

When you **stand fast before a clear threat in the name of your deity**, ROLL +WIS/CHA:

10+ All allies who bear witness take +1 ongoing in the face of that threat

7-9 They take +1 forward against it.

☐ ASCETIC

When you **Make Camp and decline food and water in the interest of spiritual purity**, gain 1 favor.

☐ DIVINE WARRIOR

When you **spend 1 favor to channel the power of your diety into the melee weapon you hold**, it deals +1d4 damage when you roll a 7+ on FIGHT, but you take -1 ongoing to all cleric move and TEST OF FAITH rolls until you end this effect.

☐ PROSELYTIZE

When you **spend 1 day spreading the teachings of your faith among the townsfolk**, gain 1 favor and take +1 forward to Recruit one of the faithful.

☐ TURN UNDEAD

When you **hold your diety's symbol aloft and call on your diety**, ROLL+WIS/CHA

10+ So long as you continue turning, no undead may come within reach of you.

7-9 Intelligent undead are momentarily dazed and mindless undead flee. If you move aggressively towards an undead creature while you TURN UNDEAD it breaks the effect and they are able to act normally. Intelligent undead may still find ways to harry you from afar.

☐ CRUSADER

- Minimum STR +1 and level 5
- Cannot be Neutral

If you have demonstrated your devotion by slaying many enemies of your faith in hand-to-hand combat, you may begin multiclassing as a Fighter, gaining the Fighter's Starting Moves right now.

DEITY DOMAINS d10, d20

1	2	3	4	5
1	Abundance	Chaos	Deserts	Fire
2	Afterlife, The	Chastity	Destruction	Flowers
3	Air	Childbirth	Discord	Force
4	Ancestors	Civilization	Disease	Forests
5	Ancients, The	Cold	Divination	Forgiveness
6	Animal (Particular)	Conquest	Downtrodden, The	Fortune
7	Archery	Corruption	Dragons	Freedom
8	Art	Cowardice	Dreams	Gambling
9	Astrology	Craft	Earth	Generosity
10	Autumn	Creation	Elements	Giants
11	Balance	Creativity	Eloquence	Glory
12	Battle	Crops	Enchantments	Gold
13	Beauty	Cruelty	Energetic	Good
14	Blacksmiths	Cycles	Enlightenment	Halfling
15	Brewing	Darkness	Evil	Harvest
16	Building	Day	Fae-Folk	Hatred
17	Cattle	Death	Family	Healing
18	Caverns	Deceit	Farms	Honesty
19	Chance	Deception	Fate	Honor
20	Change	Depths	Fertility	Hope

6	7	8	9	10
1	Merchants	Reincarnation	Stars	Twilight
2	Mercy	Renewal	Storms	Tyranny
3	Metal	Repose	Strength	Undead
4	Mind	Retribution	Strife	Underworld, the
5	Misfortune	Rivers	Suffering	Valor
6	Mist	Sailors	Summer	Vengeance
7	Modesty	Sea	Sun	Victory
8	Monsters	Secrets	Suspicion	Virtue
9	Moon	Self-Discipline	Swamps	War
10	Mothers	Selfishness	Temperance	Water
11	Mountains	Serpents	Terror	Weather
12	Music	Shadow	Thieves	Wilderness
13	Mysteries	Shepherds	Time	Wildlife
14	New Beginnings	Skill	Torment	Wine
15	Night	Sky	Trade	Winter
16	Numbers	Sleep	Travel	Wisdom
17	Oaths	Sorcery	Trees	Witches
18	Ocean	Spirits	Trickery	Worldliness
19	Old Age	Spring	Trust	Writing
20	Pain	Springs	Truth	Youth

EXAMPLE TENETS

Appease and exalt the Deity
 Protect the Oppressed
 Uncover or Protect Secrets
 Defend/dominate the wild
 Fight injustice and oppression
 Ascend to _____
 Honor the Ancestors
 Perform works of (alignment)
 Serve and protect the faithful
 Spread the faith/world view

Embody the values of the faith
 Pursue _____
 Overcome _____
 Bring or prevent _____ by _____
 Be the vessel of the Deity's will
 Destroy the enemies of the faith
 Earn passage to _____ through _____
 Sow discord and destruction among _____
 Dominate the weak
 Defeat Superior opponents

Serve the common good
 Bring balance to _____
 Challenge/topple _____
 Follow and uphold the code/law
 Exalt self-interest
 Serve the Priests/Temple/Deity
 Reveal the deity in all things
 Revile _____ at every turn
 Bring _____ to the people
 Lead in the name of the Deity

FIGHTER

LEVEL

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STAT BURN

STRENGTH

STR

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DEXTERITY

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CHARISMA

CHA

LUCK

LUC

HP
HD
TYPE
d10



ARMOR



WEAPONS:

TYPE/TAGS

DMG

WT.

AMMO:

STAT MOD

3 -3

4-5 -2

6-8 -1

9-12 0

13-15 +1

16-17 +2

18 +3

TREASURE

GOLD:

SILVER:

COPPER:

1 GP = 10 SP = 100 CP

STASHED:

EQUIPMENT

WT.

ITEM/TAGS

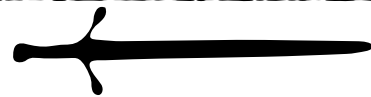
WT.

MAXIMUM LOAD
(STR + 10 + MISC)

TOTAL WEIGHT CARRIED
(ENCUMBERED + TAKE -1 ONGOING)

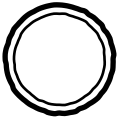
NOTES

FIGHTER STARTING MOVES



FAVORED WEAPON

Name a specific type of weapon (longsword, cutlass, hatchet, great axe, throwing knife, longbow, etc.) with which you are an expert. Use mettle to make special moves with a favored weapon. You may take this move multiple times to name up to three favored weapons.



METTLE (LVL + 1 + MISC)

You start with mettle equal to your current level, +1. When you take a moment of respite to catch your breath and focus, reset mettle to full.

When you make any move with a favored weapon, spend 1 mettle before you roll to take +1 to that roll. When you deal damage with a favored weapon, spend 1 mettle before you roll damage and choose one:

- Increase the damage dealt by 1+STR (for a melee weapon) or 1+DEX (for a ranged/precise weapon)
- Set up your foe, granting all of your allies +1 forward against them
- Inflict a condition—stunned, hindered, etc.—of your choosing on your foe (subject to Judge approval), with a Duration equal to 1+INT (minimum 1).

BEND BARS, LIFT GATES

When you use pure strength to destroy or remove an inanimate obstacle, burn 1 Strength and ROLL +STR:

10 Choose 3 from the list below;

7-9 Choose 2 from the list below;

6- Mark XP and choose 1 from the list below:

- It doesn't take a long time
- Nothing of value is damaged in the process
- You don't attract unwanted attention
- You can fix the thing again without much effort.

NO GUTS, NO GLORY

When you charge headlong into battle and the odds are against you, burn 1 Wisdom and ROLL +WIS:

10 Choose 3 from the list below;

7-9 Choose 2 from the list below;

6- Mark XP and choose 1 from the list below:

- You have +1 Armor until you're incapacitated
- The opposition is interested only in you until you're incapacitated, or until a greater threat presents itself (whichever comes first)
- You take +1 ongoing until you suffer damage
- All allies who witness your courage take +1 forward

WEAPONS TABLE

Weapon	Dmg	Tags	Range	Wt.
Axe	1d8		C	2
Club	1d6		C	1
Dagger	1d4/1P	Precise	H, N	0
Flail	1d8	Forceful	C	2
Great Axe	1d10	2H	C	3
Great Hammer	1d10	2H	C	4
Greatsword	1d10	2H	C, R	3
Hatchet	1d4	T	C, R, N	1
Mace	1d6	Forceful	C	1
Pick	1d6/2P	Awkward	C	1
Polearm	1d10	2H	R	3
Shortsword	1d6	Close	C	1
Spear	1d8	T	R, N	2
Staff	1d4	2H	C	1
Sword	1d8	Close	C	2
Warhammer	1d6/1P		C	1
Knife	1d4	Precise, T	H, C, R, N	0
Sling	1d4	Reload	N, F	0
Shortbow	1d6	2H	N, F	1
Longbow	1d8	2H	N, F	1
Crossbow	1d6+1/1P	2H, Reload	N, F	1
Crossbow, Hvy	1d6+1/2P	2H, Reload	N, F	2

TAGS

Forceful: Can knock someone back or even off their feet.
Messy: Particularly destructive, ripping things apart.
Precise: Attack w DEX not STR.
Reload: takes more than a moment to reload.
T = Thrown: 1 ammo only.

H = *Hand:* within your reach, no further.
C = *Close:* at arm's reach plus a foot or two.
R = *Reach:* several feet away—maybe as far as ten.
N = *Near:* Typically up to about 100'
F = *Far:* Farther, hundreds of feet.

FIGHTER ADVANCED MOVES

Choose 1 of these moves each time you reach an odd-numbered level.

☐ SHILDBEARER

When you **use a shield to block damage**, you may spend 1 mettle to make your shield worth 1d6 armor for this attack. If damage from this attack exceeds your total armor, you take that excess damage and your shield is destroyed.

☐ PARRY

When you **wield a favored melee weapon and roll a 7-9 to Fight**, instead of dealing your damage you may spend 1 mettle to subtract your damage roll from your foe's. You suffer any remaining damage, and your foe suffers no damage.

☐ SMASH

When you **deal damage with a melee weapon that exceeds your target's armor**, you may burn 1 Strength to permanently reduce their armor by 1d4.

☐ MASTER WEAPON

When you **take this move**, choose one of your favored weapons. When you make any move with that weapon, before you roll you may spend 1 mettle to take +2 to that roll instead of +1.

☐ SECOND SKIN

When you **wear armor**, you have +1 armor and ignore the armor's AWKWARD tag.

☐ INTIMIDATE

When you **Negotiate using threat of violence**, ROLL +STR instead of +CHA.

☐ MYRMIDON

When you **follow orders to do violence**, burn 1 Wisdom to take +1 ongoing while acting on those orders.

☐ VETERAN

When you **roll your hit die during Level Up**, roll twice and use the better result.

☐ TIRELESS

When you **regain lost Strength or Constitution**, regain twice as much as normal.

☐ SEEK REVENGE

When you **suffer physical or emotional harm**, you may burn 1 Wisdom to take +1 ongoing against the source of that harm until it is destroyed.

☐ STRIKE TRUE

When you **roll a 12+ to Fight or Shoot or Throw**, inflict your damage twice.

☐ TEMPLAR

- Minimum Charisma 13 and level 5
- Must be Good, Lawful, or Evil

If you have sworn to devote your life to a specific deity, you may begin multiclassing as a Cleric, and gain those Starting Moves right now.

☐ SCOUNDREL

- Minimum Dexterity 13 and level 5
- Must be Neutral, Chaotic, or Evil

If you have committed a duplicitous act knowing that it would harm an innocent person, you may begin multiclassing as a Thief, and gain those Starting Moves right now.

MARKETPLACE

WEAPONS

WEAPON	PRICE	WT.	DMG	TAGS	RANGE
Axe	14	2	1d8		C
Club	9	1	1d6		C
Dagger	11	0	1d4/1P	<i>precise</i>	H, N
Flail	18	2	1d8	<i>forceful</i>	C
Great Axe	20	3	1d10	<i>2-handed</i>	C
Great Hammer	20	4	1d10	<i>2-handed</i>	C
Greatsword	24	3	1d10	<i>2-handed</i>	C, R
Hatchet	10	1	1d4	<i>thrown</i>	C, R, N
Mace	12	1	1d6	<i>forceful</i>	C
Pick	18	1	1d6/2P	<i>awkward</i>	C
Polearm	18	3	1d10	<i>2-handed</i>	R
Shortsword	12	1	1d6		C
Spear	16	2	1d8	<i>thrown</i>	R, N
Staff	6	1	1d4	<i>2-handed</i>	C
Sword	14	2	1d8		C
Warhammer	12	1	1d6/1P		C
RANGED	PRICE	WT.	DMG	TAGS	RANGE
Knife	8	0	1d4	<i>precise, thrown</i>	H, C, R, N
Sling	6	0	1d4	<i>reload</i>	N, F
Shortbow	16	1	1d6	<i>2-handed</i>	N, F
Longbow	24	1	1d8	<i>2-handed</i>	N, F
Crossbow	20	1	1d6+1/1P	<i>2-handed, reload</i>	N, F
Crossbow, Hvy	30	2	1d6+1/2P	<i>2-handed, reload</i>	N, F

GEAR & TOOLS

ITEM	PRICE	WT.	TAGS/NOTES
Adventuring gear	20	2	5 uses
Animal snare	2	1	
Animal trap	5	1	
Bag of books	10	2	5 uses, +1 to ESTABLISH
Bedroll	2	1	
Chalk (6 pieces)	1	0	
Crafting tools	15	2	
Crowbar or shovel	5	2	<i>close, awkward, 2-handed</i>
Fishing net	5	1	
Fishing pole	5	0	
Grappling hook	7	1	
Lockpicks	10	0	
Mapmaking tools	20	0	
Navigation charts	15	1	
Pole (10')	2	1	
Rope (20')	2	1	
Scales	10	1	
Tent	7	2	
Tent, Large	15	3	
Whetstone	10	0	5 uses, +1 to FIGHT
Writing kit	10	0	

HEALING

ITEM	PRICE	WT.	HEAL	USES	TAGS
Antitoxin	10	0	Poison	1	
Bandages	3	0	1	3	<i>slow</i>
Healer's Kit	24	1	1d6	2	<i>slow</i>
Healing Potion	50	0	1d8	1	
Poltices & Herbs	10	1	1d4	2	<i>slow</i>

POISON

Name and describe the **FORM**, **APPLICATION**, **EFFECT** and **SPEED**. Effect determines the price of one dose. Speed *multiplies* price.
EFFECT: minor (8s) moderate (15s), major (30s), fatal (100s) **SPEED:** slow (x1), fast (x2), instant (x5).

ARMOR

ARMOR	PRICE	WT.	ARMOR	TAGS
Leather	30	1	1	
Chainmail	60	3	2	
Breastplate	80	2	2	
Scale Mail	120	4	3	<i>awkward</i>
Plate Armor	200	6	4	<i>awkward, rare</i>
Buckler	15	1	+1	<i>small</i>
Shield	25	2	+1	

AMMO

ITEM	PRICE	WT.	AMMO
Slingstones	2	0	3
Arrows	4	1	3
Bolts	4	1	3

GARMENTS

ITEM	PRICE	WT.	TAGS
Poor clothes	1	0	<i>worn</i>
Common clothes	2	0	<i>worn</i>
Winter cloak	5	0	<i>worn</i>
Quality clothes	10	0	<i>worn</i>
Official vestment	20	0	<i>worn</i>
Elegant clothes	50	0	<i>worn</i>

LIGHTING	PRICE	WT.	TAGS/NOTES
Candles	2	0	5 uses, 3 duration, <i>weak</i>
Lamp oil	5	1	burns
Lantern	16	1	5 duration, <i>needs oil</i>
Tinderbox	4	0	<i>ignition</i>
Torches	2	1	3 uses, 2 duration
CONTAINERS	PRICE	WT.	TAGS/NOTES
Backpack	5	0	<i>worn</i>
Quiver	4	0	
Saddlebags	7	1	
Scrollcase	2	0	
Sling pouch	3	0	
Waterskin	2	0	
PROVISIONS	PRICE	WT.	TAGS/NOTES
Grog (1 quart)	1	1	
Meal, Feast	15		
Meal, Hearty	1	--	per person
Meal, Poor	1	--	For 4 people
Rations	3	1	5 uses
Spirits (1 pint)	15	0	
Wine, Fine (1 pint)	10	0	

MAGIC

ITEM	PRICE	WT.	PWR	USES	TAGS
Spell Component	2	0	+1	1	
Magic Staff (1d4)	200	1	+1	--	2H, <i>close, rare</i>
Magic Orb	400	1	+2	--	<i>rare</i>
Magic Incense	10	0	+2	3	<i>slow</i>
Magic Potion	100	0	+1d4	1	

MAGIC-USER

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HP
HD
TYPE
d4



ARMOR



WEAPONS:

TYPE/TAGS

DMG

WT.

AMMO:

STAT MOD

3 -3

4-5 -2

6-8 -1

9-12 0

13-15 +1

16-17 +2

18 +3

TREASURE

GOLD:

SILVER:

COPPER:

1 GP = 10 SP = 100 CP

STASHED:

EQUIPMENT

WT.

ITEM/TAGS

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MAXIMUM LOAD
(STR + 4 + MISC)

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(ENCUMBERED + TAKE - ONGOING)

NOTES



MEMORY LIMIT

(LVL +1+ MISC)

☐
☐
☐
☐
☐
☐
☐
☐

SPELL BOOK

CASTING POWER

(INT + LVL + FOCUS + MISC)


☐
☐
☐
☐
☐
☐
☐
☐

☒ SPELLBOOK

You start with a spellbook containing two spells. The GM will help you to define their names. Each time any spell is cast, divide your full Casting Power to determine its aspects:



	POWER	DURATION	RANGE	AREA
0	Minor (+1 or 1d6)	Instantaneous	Touch	Self
1		Brief (seconds)	Close (<2 ft.)	Single Target
2	Moderate (+2 or 2d6)		Reach (<10 ft)	Small Area (5 ft r.)
3		Short (minutes)	Near (<40 ft)	Large Area (30' R.)
4				etc.
5	Major (+3 or 3d6)	Long-Lasting (hours)	Far (<600 ft)	
6		Days	etc.	
7		Months		
8		Years		
9	Spectacular (+4 or 4d6)	Permanent		
10				
11	Historic (+5 or 5d6)			

☒ STUDY SPELLBOOK

When you spend at least a few hours studying your spellbook, forget all memorized spells and memorize a number of spells equal to your Level +1. Make a note of which ones you memorize.

☒ INSCRIBE SPELL

When you spend 1 week of downtime transcribing a new spell from another source, add it to your own spellbook.

☒ CAST SPELL

When you cast a memorized spell, say what effect you want to create within the scope of the spell's name, spend power to define its aspects, and roll +INT:

10: It does what you want;

7-9: It works as intended, but choose one from the list below;

6-: Mark XP, choose one from the list below, and roll on the *Arcane Accidents* table.

- You forget the spell and may not cast it again until you re-memorize it.
- You draw unwanted attention to yourself, from this world or another
- You suffer -1 ongoing until the next time you cast any spell

d12 ARCANES ACCIDENTS

- 1 You suffer a **permanent affliction** in proportion to the spell's Effect.
- 2 An ally suffers a **permanent affliction** in proportion to the spell's Effect.
- 3 You **disrupt reality** for the worse, at 1 level *greater* than the spell's Effect.
- 4 You **disrupt reality** for the worse, in proportion to the spell's Effect.
- 5 **Mind wipe:** burn 1d6 Intelligence, and forget all of your memorized spells.
- 6 **Soul drain:** burn 1d6 Wisdom, and momentarily lose your grip on reality.
- 7 You suffer a **temporary affliction** in proportion to the spell's Effect.
- 8 An ally suffers a **temporary affliction** in proportion to the spell's Effect.
- 9 The spell backfires, affecting the **opposite** of the intended target.
- 10 The spell misfires, affecting something other than the intended target.
- 11 **Arcane illness:** take -1 ongoing until you **Make Camp** or **Recover**.
- 12 You **draw unwanted attention**, from this world or another.

MAGIC USER ADVANCED MOVES

Choose 1 of these moves each time you reach an odd-numbered level.

☐ WIZARD

When you **Study your Spellbook**, forget all memorized spells and memorize a number of spells equal to your level +INT

☐ ARCANIST

When you **roll an Arcane Accident**, roll twice and use the best result.

☐ ENCHANTER

When you **Cast a Spell with Duration 5 or greater**, you take +1 to do so, and it costs 1 less Casting Power.

☐ NECROMANCER

When you Perceive, on a 7+ you sense any spirits of the dead in the vicinity in addition to the usual result, and may ask your questions directly of them

☐ SORCERER

- *Must be Chaotic or Evil*

When you **Cast a Spell**, you may burn 1 Constitution to recombine words from all the spell names in your spellbook to make a new spell on the spot, using any Spell Name Template of your choice. However, if you suffer an Arcane Accident, roll 1d6 instead of 1d12 on the ARCANES ACCIDENT table

☐ BLOOD MAGIC

- *must be Chaotic or Evil*

When you **slay a living creature with a hand weapon and use its blood for dark purposes**, you gain power equal to half the creature's HP (rounded up), but may only use that power the next time you Cast a Spell. After that, it's gone.

☐ OVERDRAW

When you **Cast a Spell**, you may burn ability points of your choice to increase your available power, at a cost of 2 ability points per 1 point of power.

☐ DISCERN PROPERTIES

When you **spend 1 day of downtime studying a magical item**, ROLL +INT:

10+: The GM will tell you precisely what it does

7-9: The GM will tell you something useful about it.

☐ ARCANES RESEARCH

When you **spend 1 week of downtime studying arcane lore** in order to create your own spell, ROLL +INT:

10+: Hold 3

7-9: Hold 2

Spend hold to complete each of the research steps:

- 1) Spend 1 to roll a **Spell Name Template** for the spell.
- 2) Spend 1 to fill in one **Spell Name Part** (Form, Adjective etc.) on your chosen template, using words from spells already inscribed in your spellbook. If you fill in a Wizard's Name, make it your own. You will need to spend more than 1 hold on this step to complete the spell name before moving on to the next step.
- 3) Spend 1 hold to **pay 50sp per Spell Name part** (i.e. [WIZARD NAME] [ADJECTIVE][ELEMENT] [FORM]).
- 4) Spend 1 hold to **inscribe the spell** in your spellbook.

When you Cast a Spell named for you, take +1. Note that researching a spell is usually a multi-week process, and those weeks need not be consecutive.

SPELL CREATION d10, d6, d20

- | | |
|------------------------------------|-----------------------------------|
| 1 [ELEMENT] [FORM] | 6 [FORM] OF [ADJECTIVE] [ELEMENT] |
| 2 [ADJECTIVE] [FORM] | 7 [NAME]'S [ADJECTIVE] [FORM] |
| 3 [ADJECTIVE] [ELEMENT] | 8 [NAME]'S [ADJECTIVE] [ELEMENT] |
| 4 [FORM] OF [ELEMENT] | 9 [NAME]'S [FORM] OF [ELEMENT] |
| 5 [FORM] OF THE [ADJECTIVE] [FORM] | 10 [NAME]'S [ELEMENT] [FORM] |

	FORM		ELEMENT		ADJECTIVE		NAME, 1ST PART		NAME, 2ND PART	
	ODD	EVEN	ODD	EVEN	ODD	EVEN	ODD	EVEN	ODD	EVEN
01-02	Armor	Helm	Acid	Light	All-Knowing	Invigorating	A-	Laf-	-ak	-loo
03-04	Arrow	Horn	Aether	Lightning	All-Seeing	Invisible	Ab-	Long-	-alto	-lume
05-06	Aura	Lock	Air	Lore	Arcane	Invulnerable	Aga-	Ma-	-ana	-ma
07-08	Bane	Mantle	Anger	Love	Befuddling	Liberating	Alha-	Mer-	-anti	-mas
09-10	Beast	Mark	Ash	Lust	Binding	Maddening	Appol-	Mercu-	-aris	-mast
11-12	Blade	Memory	Avarice	Metal	Black	Magnificent	Apu-	Mor-	-ark	-mia
13-14	Blast	Mind	Balance	Might	Blazing	Many-Colored	Arne-	Mune-	-asta	-miel
15-16	Blessing	Mouth	Blight	Mist	Blinding	Mighty	Asmo-	Munno	-balia	-motto
17-18	Blob	Noose	Blood	Moon	Bloody	Most Excellent	Baha-	Murz-	-bus	-moulian
19-20	Blood	Oath	Bone	Mud	Bright	Omnipotent	Bal-	Naf-	-by	-mut
21-22	Bolt	Oracle	Bones	Nature	Cacophonous	Oozing	Barba-	O-	-cas	-nak
23-24	Bond	Pattern	Brimstone	Oil	Cerulean	Penultimate	Bol-	Osh	-ce	-nia
25-26	Boon	Pet	Clay	Pain	Concealing	Pestilential	By-	Pande-	-derol	-nish
27-28	Brain	Pillar	Cloud	Perception	Confusing	Piercing	Can-	Pander-	-deus	-nob
29-30	Burst	Pocket	Copper	Plane	Consuming	Poisonous	Cinni-	Par-	-din	-o
31-32	Call	Portal	Cosmos	Plant	Crimson	Prismatic	Cir-	Per-	-dok	-ol
33-34	Charm	Pyramid	Dark	Poison	Damnable	Raging	Cyn-	Quel-	-dor	-ool
35-36	Circle	Ray	Death	Quicksilver	Dark	Rejuvenating	Cyto-	Ra-	-dred	-pa
37-38	Claw	Rune	Deceit	Revulsion	Deflecting	Restorative	Dar-	Ragga-	-driar	-pheus
39-40	Cloak	Scream	Despair	Rot	Delicate	Screaming	Darg-	Rhi-	-dula	-phim
41-42	Cone	Seal	Despair	Salt	Demonic	Sensitive	De-	Satan-	-dun	-por
43-44	Crown	Sentinel	Dimension	Shadow	Devastating	Shimmering	Des-	Satur-	-dustin	-quint
45-46	Cube	Servant	Doom	Sight	Devilish	Shining	Dra-	Semi-	-er	-ramis
47-48	Cup	Shaft	Dust	Silver	Diminishing	Silent	Dul-	Sera-	-fant	-rezzin
49-50	Curse	Shield	Earth	Smoke	Draining	Sleeping	Elez-	She-	-fia	-ro
51-52	Dagger	Sigil	Ember	Soil	Eldritch	Slow	Ely-	Shrue-	-fonse	-rrak
53-54	Dart	Sign	Energy	Soul	Empowering	Smoking	Ez-	Sloo-	-gad	-ry
55-56	Demon	Song	Envy	Souls	Enlightening	Sorcerer's	Fal-	Sol-	-gax	-sira
57-58	Disturbance	Spear	Fear	Sound	Ensorcelling	Strange	Faral-	T'-	-glana	-sta
59-60	Door	Spell	Fire	Spirit	Entangling	Stupefying	Flo-	Tcha-	-goria	-te
61-62	Eye	Sphere	Fog	Stars	Enveloping	Terrible	Fol-	Tol-	-goth	-teria
63-64	Eyes	Spray	Force	Steam	Erratic	Thirsty	Gaili-	Tub-	-heer	-thakk
65-66	Face	Staff	Fury	Steel	Evil	Thundering	Garg-	Tur-	-houlik	-thalon
67-68	Fang	Storm	Glory	Stone	Excruciating	Transdimensional	Gast-	U-	-ia	-tine
69-70	Feast	Strike	Gluttony	Storm	Expanding	Transmuting	Gil-	Vag-	-iala	-toomb
71-72	Finger	Sword	Gold	Sun	Extra-Planar	Ultimate	Gy-	Val-	-iana	-torr
73-74	Fissure	Tendrils	Greed	Terror	Fearsome	Uncontrollable	Haz-	Vance-	-ingar	-troya
75-76	Fist	Tongue	Hate	Time	Flaming	Unseen	Heca-	Ver-	-ista	-tur
77-78	Gate	Tooth	Hatred	Treasure	Floating	Unstoppable	Her-	Vish-	-jan	-tuva
79-80	Gaze	Trap	Health	Truth	Freezing	Untiring	Hog-	Wa-	-jobulon	-u
81-82	Glamers	Veil	Heat	Vanity	Glittering	Vengeful	Hur-	Win-	-kan	-valva
83-84	Globe	Voice	History	Venom	Gyrating	Vexing	I-	Xa-	-kang	-vance
85-86	Golem	Wall	Hope	Vigor	Helpful	Violent	Ik-	Yu-	-konn	-vilk
87-88	Guard	Ward	Ice	Void	Hindering	Violet	Ilde-	Za-	-lah	-wink
89-90	Guide	Wave	Iron	Water	Icy	Viridian	In-	Zal-	-leius	-xa
91-92	Guisse	Weapon	Justice	Will	Illusory	Voracious	Jas-	Zan-	-leo	-yop
93-94	Halo	Weave	Knowledge	Wind	Incredible	Weakening	Jir-	Zili-	-leou	-zant
95-96	Hammer	Whisper	Lead	Wisdom	Inescapable	White	Ju-	Zim-	-lin	-zark
97-98	Hand	Wings	Lies	Wood	Ingenious	Wondrous	Krak-	Zuur-	-lonia	-zirian
99-100	Heart	Word	Life	Youth	Instant	Yellow	Kul-	Zza-	-lonius	-zred

THIEF

LEVEL

NAME

GENDER

HERITAGE

ALIGNMENT

APPEARANCE

TRAITS

ABILITIES

STAT BURN

STRENGTH

STAT	BURN

STR

INTELLIGENCE

STAT	BURN

INT

WISDOM

STAT	BURN

WIS

DEXTERITY

STAT	BURN

DEX

CONSTITUTION

STAT	BURN

CON

CHARISMA

STAT	BURN

CHA

LUCK

STAT	BURN

LUC

HP
HD
TYPE
d6



ARMOR



WEAPONS:

TYPE/TAGS

DMG

WT.

AMMO:

--	--	--	--	--

--	--	--	--	--

TREASURE

GOLD:

SILVER:

COPPER:

1 GP = 10 SP = 100 CP

STASHED:

EQUIPMENT

WT.

ITEM/TAGS

WT.

MAXIMUM LOAD
(STR + 6 + MISC)

TOTAL WEIGHT CARRIED

(ENCUMBERED = TAKE -1 ONGOING)

NOTES

THIEF STARTING MOVES



☒ TRICKS OF THE TRADE

Choose one area of expertise at first level. Take this move again as desired to choose additional areas.

☐ Stealth

☐ Poison

☐ Acrobatics

☐ Treasure

☐ _____

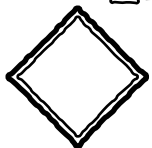
☐ Locks

☐ Disguise

☐ Traps

☐ Negotiation

☐ _____



CUNNING (LVL + INT + MISC)

You start with cunning equal to your current level +INT. When you make any move that falls within an area of your expertise, *after* you make the roll you may take +1 to that roll for each point of cunning you choose to spend.

When you take the time to brood in silence and plot your next move, reset cunning to full.

☒ HIDE IN SHADOWS

When you are out of sight and remain quiet and still, you may spend 1 cunning to go completely unnoticed until someone is right on top of you.

☒ MOVE SILENTLY

When you sneak from one place to another, name a goal within sight and roll +DEX:

10 You do it, and take +1 forward against whomever failed to notice you;

7-9 Choose 1 from the list below.

- They notice you right away, but you have the upper hand and take +1 forward
- You have to stop when you're only part way there, or else they'll notice you
- They notice you as soon as you reach your goal, and you take -1 forward .

☒ PURLOIN

When you take something out from under someone's nose, roll +DEX:

10 It's yours, and they won't notice until they look for it;

7-9 It's yours, but they notice it's gone right away.

☒ PICK LOCKS OR DISARM TRAPS

When you attempt to neutralize or circumvent a mechanical device with the appropriate tools, roll +DEX:

10 You do it, as well as could be expected;

7-9 You do it, but the Judge chooses 1 from the list below:

- Your tampering attracts unwanted attention
- It'll work, but there's a hitch (ask the Judge what)
- You expend resources of the Judge's choice (tools, ability points, etc.).

☒ BACKSTAB

When you use a hand weapon to attack a surprised or defenseless target, you can choose to deal your damage or roll +DEX:

10 Choose 2 from the list below;

7-9 Choose 1 from the list below:

- You dodge back out of reach
- You deal your damage twice
- You create an advantage: +1 forward to you or the next ally who acts upon it.

THIEF ADVANCED MOVES

Choose 1 of these moves each time you reach an odd-numbered level.

☐ LUCKY DOG

When you **Level Up**, you regain 1d6 Luck instead of 1.

☐ SHARPSHOOTER

When you **deal damage with a missile weapon**, deal your damage +DEX and ignore WIS points of your target's armor (minimum 0).

☐ SLIP FREE

When you **escape from bonds of any kind**, ROLL +DEX::

10+ You're free; make the most of it!

7-9 You're free, but choose one from the list below:

- You leave something or someone important behind.
- You incur some injury or disadvantage (ask the Judge).
- Whoever bound you in the first place knows you're free .

☐ EVADE

When you **roll a 7-9 to Fight**, you may forego dealing damage and spend 1 cunning to reduce the damage you suffer by 1+DEX (minimum 1).

☐ FEINT

When you **roll a 7-9 to Fight**, take +1 forward against the foe.

☐ SCALE SHEER SURFACE

When you **climb something a person should not be able to climb**, you may MAKE A SAVING THROW to do so.

☐ SENSE DANGER

When you **should be surprised**, you're not, and you always act first in any situation where it matters.

☐ ASSASSINATE

When you **declare an individual as your mark**, and later deal damage to your mark by Backstabbing, that damage is doubled. You may only have one mark at a time, and must spend 2 cunning to choose a new mark.

☐ POISONER

When you **have the knowledge and supplies to brew a poison**, you may spend 1 day of downtime brewing that poison, and gain 3 uses of that poison.

☐ FENCE

When you **Find a Buyer in a familiar steading**, you may spend 1 cunning to treat that move as if you rolled a 10+.

☐ MERCENARY

- *Minimum Strength: 13*
- *Minimum Level: 5*
- *Must not be of Good alignment.*

If you have killed for pay, you may begin multiclassing as a Fighter, and gain those Starting Moves right now.

☐ DANGER TO SOCIETY

- *Minimum Intelligence: 13*
- *Minimum Level: 5*
- *Must be of Chaotic or Evil alignment*

If you have spent much downtime studying spells, or travelled much with a Magic-User, you may begin multiclassing as a Magic-User. Gain those Starting Moves now, plus starting spells from those which you have studied.

MARKETPLACE

WEAPONS

WEAPON	PRICE	WT.	DMG	TAGS	RANGE
Axe	14	2	1d8		C
Club	9	1	1d6		C
Dagger	11	0	1d4/1P	<i>precise</i>	H, N
Flail	18	2	1d8	<i>forceful</i>	C
Great Axe	20	3	1d10	<i>2-handed</i>	C
Great Hammer	20	4	1d10	<i>2-handed</i>	C
Greatsword	24	3	1d10	<i>2-handed</i>	C, R
Hatchet	10	1	1d4	<i>thrown</i>	C, R, N
Mace	12	1	1d6	<i>forceful</i>	C
Pick	18	1	1d6/2P	<i>awkward</i>	C
Polearm	18	3	1d10	<i>2-handed</i>	R
Shortsword	12	1	1d6		C
Spear	16	2	1d8	<i>thrown</i>	R, N
Staff	6	1	1d4	<i>2-handed</i>	C
Sword	14	2	1d8		C
Warhammer	12	1	1d6/1P		C
RANGED	PRICE	WT.	DMG	TAGS	RANGE
Knife	8	0	1d4	<i>precise, thrown</i>	H, C, R, N
Sling	6	0	1d4	<i>reload</i>	N, F
Shortbow	16	1	1d6	<i>2-handed</i>	N, F
Longbow	24	1	1d8	<i>2-handed</i>	N, F
Crossbow	20	1	1d6+1/1P	<i>2-handed, reload</i>	N, F
Crossbow, Hvy	30	2	1d6+1/2P	<i>2-handed, reload</i>	N, F

GEAR & TOOLS

ITEM	PRICE	WT.	TAGS/NOTES
Adventuring gear	20	2	5 uses
Animal snare	2	1	
Animal trap	5	1	
Bag of books	10	2	5 uses, +1 to ESTABLISH
Bedroll	2	1	
Chalk (6 pieces)	1	0	
Crafting tools	15	2	
Crowbar or shovel	5	2	<i>close, awkward, 2-handed</i>
Fishing net	5	1	
Fishing pole	5	0	
Grappling hook	7	1	
Lockpicks	10	0	
Mapmaking tools	20	0	
Navigation charts	15	1	
Pole (10')	2	1	
Rope (20')	2	1	
Scales	10	1	
Tent	7	2	
Tent, Large	15	3	
Whetstone	10	0	5 uses, +1 to FIGHT
Writing kit	10	0	

HEALING

ITEM	PRICE	WT.	HEAL	USES	TAGS
Antitoxin	10	0	Poison	1	
Bandages	3	0	1	3	<i>slow</i>
Healer's Kit	24	1	1d6	2	<i>slow</i>
Healing Potion	50	0	1d8	1	
Poltices & Herbs	10	1	1d4	2	<i>slow</i>

POISON

Name and describe the **FORM**, **APPLICATION**, **EFFECT** and **SPEED**. Effect determines the price of one dose. Speed *multiplies* price.
EFFECT: minor (8s) moderate (15s), major (30s), fatal (100s) **SPEED:** slow (x1), fast (x2), instant (x5).

ARMOR

ARMOR	PRICE	WT.	ARMOR	TAGS
Leather	30	1	1	
Chainmail	60	3	2	
Breastplate	80	2	2	
Scale Mail	120	4	3	<i>awkward</i>
Plate Armor	200	6	4	<i>awkward, rare</i>
Buckler	15	1	+1	<i>small</i>
Shield	25	2	+1	

AMMO

ITEM	PRICE	WT.	AMMO
Slingstones	2	0	3
Arrows	4	1	3
Bolts	4	1	3

GARMENTS

ITEM	PRICE	WT.	TAGS
Poor clothes	1	0	<i>worn</i>
Common clothes	2	0	<i>worn</i>
Winter cloak	5	0	<i>worn</i>
Quality clothes	10	0	<i>worn</i>
Official vestment	20	0	<i>worn</i>
Elegant clothes	50	0	<i>worn</i>

LIGHTING	PRICE	WT.	TAGS/NOTES
Candles	2	0	5 uses, 3 duration, <i>weak</i>
Lamp oil	5	1	burns
Lantern	16	1	5 duration, <i>needs oil</i>
Tinderbox	4	0	<i>ignition</i>
Torches	2	1	3 uses, 2 duration
CONTAINERS	PRICE	WT.	TAGS/NOTES
Backpack	5	0	<i>worn</i>
Quiver	4	0	
Saddlebags	7	1	
Scrollcase	2	0	
Sling pouch	3	0	
Waterskin	2	0	
PROVISIONS	PRICE	WT.	TAGS/NOTES
Grog (1 quart)	1	1	
Meal, Feast	15		
Meal, Hearty	1	--	per person
Meal, Poor	1	--	For 4 people
Rations	3	1	5 uses
Spirits (1 pint)	15	0	
Wine, Fine (1 pint)	10	0	

MAGIC

ITEM	PRICE	WT.	PWR	USES	TAGS
Spell Component	2	0	+1	1	
Magic Staff (1d4)	200	1	+1	--	2H, <i>close, rare</i>
Magic Orb	400	1	+2	--	<i>rare</i>
Magic Incense	10	0	+2	3	<i>slow</i>
Magic Potion	100	0	+1d4	1	