

# NAME




# LOOK

Choose an appropriate species and describe your appearance:

- **Flying:** owl, bat, hawk, raven, etc.
- **Reptile or amphibian:** toad, snake, lizard, turtle, etc.
- **Mammal:** rat, cat, weasel, fox etc.
- **Monster:** goblin, imp, brownie, homunculus, etc.

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

## DRIVE

- SERVITUDE**  
Help to fulfill someone's wishes.
- RESPECT**  
Earn respect from someone who doubts you.
- LIBERATION**  
Free someone from literal or metaphorical bonds.

## STARTING MOVES

**MASTER OF MY DOMAIN (INT)**  
Write down 2 of the magical domains (Illusion, Divination, Necromancy, Evocation, Alchemy, etc.) of your former master. You have a vague recollection of numerous spells from these domains, but they never seem to work the way you remember.

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\_\_\_\_\_

**When you attempt to recall and cast a spell from a selected magical domain,** describe the spell and what you remember about it. Roll + INT. On a 10+, choose 2 things that go right and 1 that goes wrong. On a 7-9 choose 1 thing that goes right and 2 that go wrong.

- *Safety:* You keep yourself safe from harm or danger.
- *Targeting:* Your aim is true.
- *Effect:* It works more or less the way you remember it.

The GM will describe the effects. Once you cast the spell, it is forgotten and must be recalled again to recast.

**ANIMAL NATURE (WIS)**  
Work with your GM to write 2 custom moves associated with your species. See the Animal Nature Moves page for examples.

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**When you use an Animal Nature move,** roll + WIS. On a 10+, you do it. On a 7-9, you still do it, but the GM will offer you an ugly choice, a hard bargain, or a worse outcome.

**DO YOU BELIEVE IN MAGIC? (WIS)**  
After being overexposed in the past, you have developed a natural resistance to magical effects. **When you attempt to resist a magical spell that targets you,** roll + WIS. On a 10+, choose 2. On a 7-9, choose 1.

- The spell does not affect you.
- You learn something valuable about the source of the spell.
- The source of spell becomes distracted or vulnerable for a short time.

## SPECIES TYPE

- FLYING**  
Take +1 to Discern Realities when you are aloft.
- REPTILE OR AMPHIBIAN**  
Your small size grants you +1 armor.
- MAMMAL**  
When you Make Camp, you heal your full HP.
- MONSTER**  
You're a scrappy fighter. Your base damage is d6.

## BONDS

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

\_\_\_\_\_ would make a good master.

I'd like to teach \_\_\_\_\_ something about magic.

\_\_\_\_\_ underestimates my ability.

## LANGUAGE

You understand both Common and the language of your species. You may only speak verbally in the language of your species. You may speak telepathically to all creatures who are within range of a normal speaking voice, and everyone will understand your words as if you had spoken in their language. *This ability does not allow others to speak to you telepathically.*

## GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight.) You keep a token taken from your former master. Describe it.

Choose one:

- 5 coins
- A dagger (hand, 1 weight) and leather armor (1 armor, 1 weight)

Choose two:

- A blank book
- Bandages
- Poultices and herbs (2 uses, 1 weight)
- 3 antitoxin (0 weight)

## ADVANCED MOVES

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

### FAMILIAR ASSISTANCE (INT)

When you offer your advice or criticism to help or hinder a companion, you may roll Aid or Interfere with INT instead of bond. If your companion succeeds (or fails if you interfere) because of your intervention, mark XP.

### MOTHER TONGUE (WIS)

When you issue a command to one of your own species, roll + WIS. On a 7+, the target does what you say, at least for a while. On a 10+, choose 2. On a 7-9, choose 1.

- The target doesn't resent you.
- The target understands your command clearly.
- Your reputation among your own kind isn't tarnished.

### THIRD NATURE

Add another custom move to your Animal Nature list.

### DOUBLE DOUBLE

If you roll doubles while recalling and casting a spell, choose one:

- The spell's effects are doubled.
- The spell's targets are doubled.

### SPELLBOUND

When you have time and the proper supplies, you may enchant a blank book, which allows you to telepathically transcribe notes. After successfully recalling and casting a spell, you may record notes in your book. When you refer to your notes later before using the spell again, take +1 forward.

### HARD TO HIT

When you use your small size to your advantage, take +1 armor.

### OLD FAMILIAR

Spell casters take +1 to cast a spell if you are physically touching them when they do it.

### THE SMELL OF MAGIC

In addition to the questions already on the list, you may ask "What here is magical?" when Discerning Realities.

### WHISPER

Instead of speaking with the entire crowd, you may target your telepathic communication to selected individuals within a group.

### SERVANT'S SERVANT

You've learned to conjure an ongoing invisible floating hand. It's able to carry Load 2 and manipulate objects at your command. You can call upon this apparition once each day. It will remain in your presence until it is attacked or you dismiss it.

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

### FAMILY TONGUE

*Requires: Mother Tongue*

You may use your Mother Tongue move on more than one of your species at a time.

### I HAVE NO FAITH IN MAGIC

*Requires: Do You Believe in Magic?*

If you roll a 12+ to resist a spell, you may replace the option "The spell does not affect you" with "The spell does not affect you or your companions."

### NINE LIVES

When you take damage that would normally kill you, you may spend 1 XP and take a debility instead.

### IGNORANCE IS BLISS

Your small stature avails you. You may ignore the *ignores armor* tag on attacks against you.

### HARDER TO HIT

*Replaces: Hard to Hit*

Take +2 armor when you use your small size to your advantage.

### DOMAIN NAME SERVER

Add an additional magical domain to your "Master of My Domain" list.

### WHO'S THE BOSS?

You seem to have a knack for finding people who want to have you as a familiar. When you're in a populated area and put out word that you're looking for a new master, people line up to be selected. Treat your new master as an adept hireling with absolute loyalty. Select their cost and distribute 6 additional points across the other hireling skills of your choosing.

### I HAVE NO IDEA WHAT I'M DOING

You may attempt to recall and cast any spells that you have personally witnessed, even those outside of your former master's domains. If you do, take -1 forward to your roll.

### GIVE THIS A TRY

When you offer aid to someone who is hacking and slashing in combat, they add 2d4 to the damage dealt.

### SUPERIOR MASTER OF MY DOMAIN

When you roll a 12+ when recalling and casting a spell, all 3 things go right.

### FOURTH NATURE

*Requires: Third Nature*

Add another custom move to your Animal Nature list.

# ANIMAL NATURE MOVES

## FLYING

### BAT

- Hide in the shadows.
- Echolocate an object or creature.
- Pass through a small opening.
- Navigate a dark and treacherous space.

### OWL

- Tear apart with your beak.
- Fly silently.
- Detect subtle movement and sound.
- Strike from above.

### HAWK

- Hunt for food.
- Rend flesh with your talons.
- Spot over a great distance.
- Dive from a great height.

### RAVEN

- Call upon the murder.
- Find a shiny object.
- Mimic an animal's call.
- Gather gossip.

## REPTILES AND AMPHIBIANS

### TOAD

- Provide a psychedelic vision.
- Catch something small with your tongue.
- Leap a great distance.
- Disappear in the mud or water.

### LIZARD

- Drop your tail.
- Intimidate with your frills.
- Endure great heat.
- Alter your color to match the environment.

### SNAKE

- Strike with venom.
- Constrict.
- Frighten someone.
- Remain completely motionless.

### TURTLE

- Hide in your shell.
- Snap your jaws shut.
- Offer beneficial wisdom.
- Continue moving unabated.

## MAMMALS

### RAT

- Hide in a corner.
- Squeeze through a tight opening
- Infect with a disease.
- Call in the swarm.

### CAT

- Land on your feet.
- Stalk silently.
- Climb a precarious obstacle.
- Cross someone's path and bring them bad luck.

### WEASEL

- Endure the cold.
- Find a hidden passageway.
- Fiercely defend yourself from an attack.
- Slink away.

### FOX

- Follow a scent.
- Jump over a high obstacle.
- Trip up a two-legged creature.
- Hunt for food.

## MONSTERS

### GOBLIN

- Pick a pocket.
- Rake with your claws.
- Strike a bargain in your favor.
- Voraciously eat almost anything.

### IMP

- Transform into a small animal.
- Fly a short distance.
- Sting with your tail.
- Disappear and reappear.

### BROWNIE

- Mend something broken.
- Find safety in the forest.
- Create flashes of light and sound.
- Win someone over with kindness.

### HOMUNCULUS

- Poison with a bite.
- Spit acid.
- Hover in the air.
- Ignore poisons and diseases.