

# NAME




# LOOK

*Human:* Brand, Ruric, Farjon, Remma, Fiero, Mathilda, Sonneri  
*Dwarf:* Atli, Cairn, Grumming, Fossier, Empik, Gruj  
*Giant:* Bosk, Marim, Rojam, Feldsam, Gripkar, Ormar, Fallost  
*Wight:* Sil-krest, Windsam, Alitesk, Ipcrik, Werejon, Lossa

Kindled Eyes, Knowing Eyes, or Blindfolded Eyes  
 Tattooed Head, Braided Hair, or Iron Circlet  
 Loin Cloth, Cloth Sash, or Traveling Cloak  
 Muscled Body, Lean Body, or Scarred Body

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 7+CONSTITUTION

# ALIGNMENT

- LAWFUL**  
Eliminate someone weak to strengthen the clan.
- NEUTRAL**  
Identify and rid yourself of a personal weakness.
- CHAOTIC**  
Destroy something just to understand it better.

# STARTING MOVES

**RUNE-CARVED SKIN**  
 When you **tap your inner power through a charged rune**, you may expend the rune to take +1 to any roll. You can only expend one rune per roll.  
 Begin play with 3+CON runes carved into your skin and carve new runes as your CON increases. Runes recharge when you make camp and rest.

**GLOWING WEAK POINT**  
 When you **spend sufficient time studying a completed specimen**, you identify a key weakness in its design (if it has one). The GM will tell you how to exploit or mitigate it. A specimen might be a healthy creature, an immaculate fortress, or a spell being cast.

**POSTMORTEM**  
 When you **spend sufficient time studying a defeated specimen**, recharge one of your expended runes.  
 A specimen might be a fallen enemy, a crumbling ruin, or a broken enchantment.

**WHO'S WITH ME?**  
 When you **recruit hirelings from among your kinsmen**, on a 10+, they will proudly bear your rune. Give them +1 Loyalty and +1 to a skill of your choice. On a 7+, choose one or the other.

**HOMeward BOUND**  
 When you **return to your ancestral home after an educational journey**, carve a massive rune in a central location. You and your kinsmen may expend these runes like any other. The runes recharge after a full day.  
 Once you've carved three massive runes, choose a new ancestral home for your kinsmen to expand to, and take +1 ongoing to helping them colonize it.

# RACE/BACKGROUND

- HUMAN**  
Your family relies on your wisdom. You can **recruit hirelings from among your kinsmen** with WIS instead of CHA.
- DWARF**  
Research reinvigorates you. When you **discern realities to study an enchantment**, heal d6 damage.
- GIANT**  
Your skin is an endless canvas. Begin play with one additional rune carved into your skin.
- GHOST**  
Death has already marked you. Take +CON to last breath.

# BONDS

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

- \_\_\_\_\_ has a weakness that I must rid them of.
  - \_\_\_\_\_ is a perfect specimen; I must obtain their strength.
  - \_\_\_\_\_ will make their kinsmen proud with my help.
  - \_\_\_\_\_ has no family; I must initiate them into mine.
- I see a dangerous light in \_\_\_\_\_'s eyes; I will learn their weakness to keep them in check.



## GEAR

Your load is 10+STR. You start with dungeon rations (5 uses, 1 weight), a ritual knife (1 weight), and a memento of your ancestral home (0 weight).

Choose your weapon:

- Spear (reach, thrown, near, 1 weight)
- Cestus (hand, +1 damage, 2 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Dungeon rations (5 uses, 1 weight)
- Poultices and herbs (4 uses, 2 weight)

## ADVANCED MOVES

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

### WARDING STANCE

When you deal damage while standing in defense, deal +CON damage.

### SELF-IMPROVEMENT

When you are healed, heal +WIS damage.

### THE LAST EMBER BURNS BRIGHTEST

While you have exactly one charged rune remaining, you get +2 armor.

### THESE AREN'T BULLS-EYES

When a spell or projectile strikes you from afar, you may expend one of your charged runes to have it harmlessly absorb the effect.

### MARK OF THE FAMILY

When you aid or interfere with someone you consider a kinsman, you can expend a charged rune and take the 10+ result instead of rolling.

### THERE'S NO PLACE LIKE HOME

When you create a temporary portal to a massive rune you've carved, roll+WIS. On a 7-9, the portal deals your damage to everyone who passes through it. On a miss, the massive rune is also destroyed.

### MYSTICAL STUDY

When you discern realities to analyze an enchantment, also ask "What is its purpose?" or "Whose handiwork is this?"

### ORTHOGRAPHY

You can perfectly read, write, and remember written symbols. When you spout lore based on something esoteric you've deciphered, take +1.

### CIVIL ENGINEER

When you parley and offer to carve a rune as leverage, you may use CON instead of CHA.

### THE FLESH IS WEAK

Instead of performing a postmortem on a fallen enemy, you may bind their ghost with a rune. Take +1 ongoing against their kin until you free their ghost. You can only bind one ghost at a time.

### MONUMENT

When you construct a rune-carved monument in a public place, give it any amount of HP and choose one:

- You can see and discern realities through the monument's eyes.
- The monument can stand in defense of the area as though it were you.
- The monument acts as an assurance when parleying with nearby denizens.

### SURVEYOR

When you scout the terrain ahead, one ally you relay your findings to takes +1 forward.

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

### TATTOO ARTIST

Carve one additional rune into your skin.

### THIS LOOKS FAMILIAR

When you've been here before, roll+WIS. \* On a 10+, choose 1. \* On a 7-9, the GM chooses 1.

- You know of a secret passage.
- You know where the supplies are kept.
- You know the inhabitants' routines and patterns.

### MYSTICAL THESIS

*Requires: Mystic Study*

When you discern realities to analyze an enchantment, on a 12+ you can also dispel or alter the enchantment.

### EDIFICE

*Requires: Monument*

When you construct a monument, choose two and it gains 2 armor.

### THE SPIRIT IS WILLING

*Requires: The Flesh is Weak*

When you write a new bond, you can use the name of a ghost you've bound. If you resolve the bond, the ghost becomes one of your kinsmen with the skills it had in life.

### BENEFACTOR

When you put out word to recruit help in your ancestral home, add the number of massive runes you've carved here to your roll.

### HOME FIELD ADVANTAGE

When you spend a night of safety in your ancestral home, your party can fully replenish supplies and fully heal damage at no cost.

### THERE'S A RUNE FOR THAT

When you roll and choose options, you can expend a charged rune to choose one more option or one fewer.

### IMMUNE SYSTEM

You never get sick.

### CARVE ME AGAIN

When you take damage, you can take an additional d6 damage and recharge one expended rune.

### RUNE TUNING

When you spend time altering your runes, you choose one of your stats and the GM chooses a different one. Take +1 ongoing to rolls using the first stat and -1 ongoing to rolls using the second. You can only alter one pair of stats at a time.