

# NAME




# LOOK

**Dwarf:** Aktaios, Argyron, Chalcon, Eskander, Ignacius, Regin, Skelmis  
**Elf:** Alatar, Durand, Firmin, Lycus, Jareth, Mylas, Nicon, Pallando, Prospero  
**Human:** Avis, Bel, Eric, Jannes, Lina, Morgan, Simon, Tancred

Styled Hair, Wild Hair, or Pointed Hat  
 Worn Robes, Stylish Robes, or Strange Robes  
 Pudgy Body, Creepy Body, or Thin 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 4 + CONSTITUTION

# ALIGNMENT

- GOOD**  
Use magic to directly aid another.
- NEUTRAL**  
Discover something about a magical mystery.
- EVIL**  
Use magic to cause terror and fear.

# STARTING MOVES

**ARCANE LEARNING**  
 You are a font of esoteric knowledge. **When you Spout Lore or Discern Realities about something magical or otherwise arcane**, on a 10+ the GM will also tell you a little-known secret about the subject.

**CHOSEN MAGIC**  
 When you first learn magic, you are presented with a choice – to walk the destructive path of black magic, the protective path of white magic, or the middle path of transformational gray magic. Choose one color of magic to begin the game with, and record that choice below.

- BLACK MAGIC**  **GRAY MAGIC**  **WHITE MAGIC**

**RITUAL**  
**When you draw on a place of power to create a magical effect or enchant an item**, 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 \_\_\_\_
- The result will be a lesser version, unreliable or limited
- It will need help from \_\_\_\_
- It will require a lot of money
- You and your allies will risk danger from \_\_\_\_

**SPELL DEFENSE**  
 Your knowledge of magic has given you the ability to counter it with ease – especially magic that you know best. **When you are attacked by a magic spell**, you have +1 Armor. **If that spell is of your Focus**, you have an additional +1 Armor.

# RACE

- DWARF**  
When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully.
- ELF**  
Whenever a magical effect happens close by, you can feel it, tell where it is, and determine its Focus.
- HUMAN**  
When you challenge someone to a magical duel, take +1 forward to act against them.

# BONDS

Fill in the name of one of your companions in at least one:  
 \_\_\_\_\_ is strong enough to help me with a great undertaking.  
 My mysterious magic and its terrible power frightens \_\_\_\_\_.  
 \_\_\_\_\_ understands the power and beauty of my magic.

# STYLE

Your magical studies are centered on a particular aspect of the metaphysical world from which you take inspiration. Record below your Focus, and what you and your magic Looks like, Feels like, and Acts like. (Examples are in parentheses.)

- Focus (the Stars, the Dragon, the North): \_\_\_\_\_
- Looks (cosmic, electrical, fiery, frozen): \_\_\_\_\_
- Feels (powerful, angry, mournful): \_\_\_\_\_
- Acts (grandiosely, passionately, subtly): \_\_\_\_\_



# THE SPELLCASTER

LEVEL   
 XP

# GEAR

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight) and an indestructible arcane treasure through which you draw power (such as a wand, crown, or book) describe it (1 weight).

## Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight) and 3 healing potions

## Choose your weapon:

- Dagger (hand, 1 weight)
- Staff (close, two-handed, 1 weight)

## Choose one:

- One healing potion
- Three antitoxins

# ADVANCED MOVES

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

## BLOOD MAGIC

When you kill something (cat-sized or larger) to strengthen a Black Magic spell, you may add an additional tag to that spell.

## CRUEL

When you cast a Black Magic spell that puts an ally in a spot, take +1.

## INNER RESOLVE

When you cast a Grey Magic spell, your modifier is never less than +1.

## IRREVERENT

When you change something ancient or venerated (GM's discretion) with a Gray Magic spell to suit your own goals, the GM will reveal a secret about the thing that you discover while altering it.

## KNOW-IT-ALL

When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.

## LOGICAL

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

## MULTICLASS DABBLER

Gain one move from another class at one lower level.

## SACRIFICE

When you sacrifice something of great personal value to strengthen a White Magic spell, take +2 to that roll.

## STRENGTH OF MANY

When someone Aids you in casting a White Magic spell, they take +1 to their roll.

## TRUE COLORS

You may gain another color of magic, and you may gain another Style of magic in addition to your previous Style. Record your new Style's Focus, Looks, Feels, and Acts next to your current Style.

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

## ALL ARE ONE

*Requires: Strength of Many*

Your party has journeyed together for so long, you are as one.

Whenever you cast a White Magic spell, the entire party is one target.

## ALWAYS A COST

*Requires: Sacrifice*

When you fail a White Magic spell, you may immediately take 1d4 points of damage to turn the result into a 7-9.

## DRAW FROM WITHIN

*Requires: Inner Resolve*

When you roll a hit with a Gray Magic spell, you may take -2 ongoing to a stat until you've had time to rest. If you do, pick no option from the list.

## FOREVER LASTING

*Requires: Irreverent*

When you cast a Gray Magic spell, you may choose to have the effects be permanent and irreversible. If you do, you can't choose the option "Your spell won't last long..."

## HIGHLY LOGICAL

*Replaces: Logical*

When you use strict deduction to analyze your surroundings, you can Discern Realities with +INT instead of +WIS. On a 12+, you get to ask the GM any three questions, not limited by the list.

## IMBUE WITH 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 your Focus to this place. Whenever someone tries to use magic in your place of power, you may roll to Aid or Interfere using +INT. If their magic is aligned with your Focus, you cannot interfere.

## INHUMAN

*Requires: Cruel*

When you fail a Black Magic spell, you may put the rest of the party in a spot to turn the result into a 7-9.

## MASSACRE MAGIC

*Requires: Blood Magic*

Whenever you kill with a Black Magic spell, take +1 forward to casting your next Black Magic spell.

## PHENOMENAL COSMIC POWER

When you cast any spell and get a 12+, the results are incredible. You may choose to have your spell's effects magnified threefold.

## SYMPATHETIC LINK

When you begin a significant relationship with a person, or change an existing one forever, hold 1 over them. You can spend that hold to cast a spell upon them as if you had rolled a 10+.

# THE COLORS OF MAGIC

Choose Black Magic, Gray Magic, or White Magic to start with.

## BLACK MAGIC (INT)

When you cast a spell to destroy or inflict pain, say what you intend to do, choose two tags, and roll +INT. If you do not pick any Range tags, the Range defaults to Hand. **On a hit**, you spell works. **On a 10+**, choose one option from below. **On a 7-9**, choose two.

- You must take from something or someone else
- The magic leaves obvious traces of your involvement
- Your magic effects much more or much less than you intended
- You put someone else in a spot. The GM will tell you how

**On a miss**, the magic is beyond your control; whatever happens, you will regret casting the spell.

**Tags:** Reach, Near, Attack (deal 1d8 damage), Debilitating (-1 damage), Elemental (choose 1), Forceful (Knock someone back), Piercing 1, Subtle, Two Targets (-1 damage)

## GRAY MAGIC (INT)

When you cast a spell to control, transform, or manipulate, say what you intend to do, choose two tags, and roll +INT. If you do not pick any Range tags, the Range defaults to Hand. **On a hit**, you spell works. **On a 10+**, choose one option from below.

**On a 7-9**, choose two.

- Your spell has unforeseen consequences
- The effect you desire does not wholly come to pass
- Your spell won't last long — you'll need to hurry to take advantage of it
- You put someone in a spot. The GM will tell you how

**On a miss**, the magic is beyond your control; whatever happens, you will regret casting the spell.

**Tags:** Reach, Near, Directed (Give a single instruction and see it carried out), Elemental (choose 1), Subtle, Manipulating (Twist thoughts and emotions), Shaping (Change shape or form), Transmuting (Change substance).

## WHITE MAGIC (INT)

When you cast a spell to enhance, restore, or protect, say what you intend to do, choose two tags, and roll +INT. If you do not pick any Range tags, the Range defaults to Hand. **On a hit**, you spell works. **On a 10+**, choose one option from below. **On a 7-9**, choose two.

- You must pay a price
- The magic is imperfect and ugly
- Your spell won't last long — you'll need to hurry to take advantage of it
- You put yourself in a spot. The GM will tell you how

**On a miss**, the magic is beyond your control; whatever happens, you will regret casting the spell.

**Tags:** Reach, Near, Mending (heal 1d8 damage), Enhancing (+1d4 forward to damage), Guiding (+1 forward to specific action), Protecting (Keep safe from harm), Two Targets (-1 to healing and damage forward)

When you gain a level from 2-5, you may choose from these moves as an Advance.

## DESTROYER

Add the following tags to the Black Magic list: Close, Area (-2 damage), Messy (Rips people and things apart, +1d4 damage), Piercing 2.

When you cast a Black Magic spell, you may select the Close tag for free.

## INNOVATOR

Add the following tags to the Gray Magic list: Fast, Area, Controlled (Responds to orders as long as magic lasts), Enchanting (Imbue with a spell or magical alteration). When you cast a Gray Magic spell, you may select the Close tag for free.

## RESCUER

Add the following tags to the White Magic list: Close, Area (-2 to heal and damage forward), Empowered (+1d4 heal), Disarming (Disarm and unbalance foes). When you cast a White Magic spell, you may select the Close tag for free.

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

## OBLITERATOR

Requires: Destroyer

Add the following tags to the Black Magic list: Far, Messy (+1d8 damage), Piercing 3, Three Targets (-2 damage). When you cast a Black Magic spell, choose three tags instead of two.

## CREATOR

Requires: Innovator

Add the following tags to the Black Magic list: Far, Animating (Give the semblance of life and intelligence), Creating (Bring matter into existence). When you cast a Gray Magic spell, choose three tags instead of two.

## SAVIOR

Requires: Rescuer

Add the following tags to the White Magic list: Far, Empowered (+1d8 heal), Three Targets (-2 to heal and damage forward), Restraining (Stop and bind foes). When you cast a White Magic spell, choose three tags instead of two.

