

Name


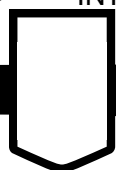

Look

Elf: Galadiir, Fenfaryl, Lilliastre, Phirosalle, Enkirash, Halwyr
Human: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xenon, Uri

Choose one for each:
 Haunted Eyes, Sharp Eyes, or Crazy Eyes
 Styled Hair, Wild Hair, or Pointed Hat
 Worn Robes, Stylish Robes, or Strange Robes

Assign these scores to your stats: 17 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

Damage  Armor  HP  Current MAX Your Max HP is 6+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

You start with these moves:

Spellbook

You have mastered several spells and inscribed them in your spellbook. You start out with three first level spells in your spellbook as well as the cantrips. Whenever you gain a level, you add a new spell of your level or lower to your spellbook. Your spellbook is 1 *weight*.

Prepare Spells

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

- Lose any spells you already have prepared
- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

Cast a Spell (Int)

When you release a spell you've prepared, roll+INT.

On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later. On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- 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.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you Prepare Spells.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to Cast a Spell

Spell Defense

When you craft an ongoing spell into a makeshift shield of arcane energy to deflect an attack, the spell is ended and you subtract the spell's level from the damage done to you.

Storm Affinity

Your energies come from the storms of the world. When you find yourself in a storm of some kind, roll+wis. On a 10+, you may pick one of the following:

- You draw energy from the storm. Inflict a debility on the next foe you strike.
- Move with the storm. You weave and dodge in time with the rain and thunder, you are able to reach one ally safely without a Defy Danger Roll.

Race

- Elf
Magic is as natural as breath to you. Detect Magic is a cantrip for you.
- Human
Choose one cleric spell, you can cast it as if it was a wizard spell.

Bonds

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

- _____ will play an important role in the events to come. I have foreseen it!
- _____ is keeping an important secret from me.
- _____ is an ally in my hunt, I will protect them with my life



The Storm Hunter

Level
 XP

Gear

Your Load is 5+STR. You start with your spellbook (1 weight) and dungeon rations (1 *weight*, 5 *uses*). Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Studded leather armor (2 armor, 2 weight)

Choose your weapon:

- Dual Daggers (Hand, 1 weight)
- Staff (Close, two-handed, 1 weight)

Choose one:

- healing potion
- Tranquilizer Potion (2)

Advanced Moves

When you gain a level from 2-5, choose from these moves. You also add a new spell to your spellbook at each level.

Envenom

You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon it's touch instead of applied.

Empowered Magic

When you Cast a Spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

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

Fount of Knowledge

When you Spout Lore about a beast no one else has any clue about, take +1.

Viper's Strike

When you strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.

Track and Hunt (wis)

When you follow a trail of clues left behind by passing creatures, roll+WIS. *On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. *On a 10+, you also choose 1:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

Enchanter

When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully.

The Bigger They Are...

Take +1 when fighting something larger than yourself..

Storm Ward

As long as you have at least one prepared spell of first level or higher, you have +2 armor.

Counterspell

When you attempt to counter an arcane spell that will otherwise affect you, stake one of your prepared spells of equal or higher level on the defense and roll+INT. On a 10+, the spell is countered and has no effect on you.

On a 7-9, the spell is countered and you forget the spell you staked. If the spell has other targets they are effected as usual.

Quick Study

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

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

...The Harder They Fall

Requires: The Bigger They Are

You have +1 when fighting monster. When fighting monsters bigger than you, take +2

Greater Empowered Magic

Replaces: Empowered Magic

When you Cast a Spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free.

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

Viper's Fangs

Replaces: Viper's Strike

When you strike an enemy with two weapons at once, add an extra 1d8 damage for your off-hand strike.

Smaug's Belly

When you know your target's weakest point your arrows have 2 piercing.

Storm Armor

Replaces: Storm Ward

As long as you have at least one prepared spell of first level or higher, you have +4 armor.

Protective Counter

Requires: Counterspell

When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

Evasion

When you defy danger on a 12+, you transcend the danger. The GM will offer you a better outcome, true beauty, or a moment of grace.

Spell Augmentation

When you deal damage to a creature you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

Self-Powered

When you deal damage to a target, you may gain 1 hold. All hold is lost when that target dies and you may only have hold against one target at a time. Hold may be spent on the following:

- Make a deadly strike that ignores armor, but grants no hold.
- Perfectly parry or dodge one of their attacks, taking no damage.
- Make your way safely into melee range of your target.

As long as you have hold from this move, you have -2 armor against all creatures other than the one you have hold against.