



THE VISITANT



NAME

LEVEL

XP

DWARF: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq
ELF: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian

HALFLING: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca
HUMAN: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

LOOK

Choose one for each, or write your own:

BODY: Extremely thin, perfect poise, unnatural grace

EYES: Mesmerising, otherworldly, ever distant

HAIR: Bald, uncommon colour, other (scales, feathers, tentacles etc.)

CLOTHES: Inappropriate, comfortable, foreign

ARMOR



HIT POINTS

Max (8+Constitution)



Current

DAMAGE



ALIGNMENT

Good

Put yourself in line of harm to show your Masters' benevolence and mercy.

Lawful

Enforce the will of the Masters on those who offend their reason.

Neutral

Work to uncover dangerous secrets for the cause of your Masters.

Evil

Spread fear in the name of the Masters.

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

Strength

STR Weak -1

Dexterity

DEX Shaky -1

Constitution

CON Sick -1

Intelligence

INT Stunned -1

Wisdom

WIS Confused -1

Charisma

CHA Scarred -1

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ has seen a glimpse of my true form and origin.

_____ might prove very useful to my Masters' mission, I have to observe and understand them

Willingly or not, I suspect _____ work for my Masters' enemies.

_____ seems to be an enlightened individual, I will teach them the Way of the Masters.

STARTING MOVES

Otherworldly Masters

You have been sent to this world by powers beyond the understanding of mere mortals to serve their purpose. Choose one or **two facts** about your Masters:

- They have established cults of **worshippers** in this world.
- This world has **forgotten** about their existence.
- The Masters control **technology** beyond this world's imagining.
- Being not of this world they control **gates and portals** as well as the space between them.
- The Masters have worked here for a long time and were part of this world's **ancient** cultures.

Choose a **domain** of this world where the masters' power is manifest:

- They thrive in the **shadows** and remember secrets long forgotten.

- They influence **dreams** and are the source of prophetic visions.
- Their power is that of the **elements and vital energies** of the living.
- Being timeless they can control **death, decay and time**.
- Their glory is **awe inspiring** and they **sway emotions** like the moons control the tides

Choose a worldly **limitation** to the Masters' power:

- Their astral nature binds them to the **stars and moons** of this world.
- Their inhuman minds make them callous to pleas and respect only obedience and **sacrifice**.
- Their plans could be thwarted by worldly powers so they must work with **subtlety**
- their reality is so removed that only precise **rituals and rites** allow them to manifest.
- They were once banished from this world and continue to work only through certain **items and places**.

ORIGIN

Possessed

The vessel you occupy belonged to another. You may choose **two additional Gear options** from another Playbook.

Constructed

Your body was prepared for your arrival. You gain **1 permanent Armour**.

Summoned

The will of the Masters wrought you into existence. One of your senses is attuned to the arcane and otherworldly powers in this world.

The Masters' Boon

When you **call upon your Masters' power to aid you**, roll + WIS. On a 10+ describe how the Masters' **domain** is manifest, but choose one. On a 7-9 choose two.

- You must overcome the Masters' **limitation** first.
- The boon attracts unwanted attention.
- Otherworldly powers disrupt your body – deal yourself 1d6 damage AP.

Body Horror

When you **transform your worldly shell** roll + CON. On a hit you temporarily gain one of the following:

- You cannot be bound, held in place or imprisoned.
- Your visage alters to allow you to terrify, befriend or trick a target you'd otherwise not be able to.
- You instantly heal 1d8 damage or counteract a poison affecting you.

On a 7-9 choose two of the following, on a 10+ choose only one:

- You suffer a debility of your choice until the next time you Make Camp. You cannot choose this option if you have all debilities marked.
- Your transformation takes more time than expected.
- You get more than you bargained for.

I Am My Masters' Weapon

You are never unarmed—your body, and each of your limbs, is a weapon (hand, 0 weight), just as good as any other.



COIN

STARTING GEAR

Max Load (9+STR)



Current

Other than your clothes and supplies (dungeon rations 5 uses, 1 weight) you travel light – the Masters shall provide.

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

In Enduring, Grow Strong

Choose two options for you unarmed attacks:

- Your strength or technique are enough to displace enemies **+forceful**.
- Arcane power flows through you like lightning through a steel rod **+magical**.
- You control the distance of your attacks masterfully **+melee, +range**.
- You put precision over brutality **+precise**.
- Your damage die increases to d8 when fighting unarmed.

Lightning Reflexes

If you are unarmoured and carry no shield you have 2 Armour against hand-held weapons. If this reduces the damage you take to zero, you may also disarm a foe.

Featherstep

When you run across a surface that cannot hold your weight, roll+DEX. On a 10+, you actually do it, gracefully and without trouble. On a 7-9, you make it across, but with consequences. The GM will tell you what.

Wisdom of the Masters

When you Spout Lore about a topic connected to your Masters' domain you roll +WIS instead of +INT.

Absorb Energies

When you are the target of strong arcane or elemental energies roll +CON. On a 10+ hold 2, on a 7-9 hold one. Use hold to call for a Masters' Boon of a different domain than the selected one.

Mind Games

When you read a creature's surface thoughts you may Discern Realities about them without speaking to them.

Masters' Gift

You may use the healing properties of Body Horror on another character.

Infiltrator

Altering your visage with Body Horror lasts until you use your Body Horror again and will pass as normal under any but the most thorough inspections.

Assimilator

When you absorb the essence of a defeated foe roll +CON. On a hit hold 3. You may use it hold to make one of that foe's moves as if it were your own. On a 7-9 choose one:

- Your performance of the move cannot be mistaken for the real deal.
- You lose all hold when you Make Camp.

Devourer

When you have access to a place of power, you can graft the magical powers of an item into your body. This process destroys the magical item.

When you gain a level from 6-10, you may choose from these moves.

I Have Become Stronger

Requires: In Enduring, Grow Strong
Choose one additional option for your unarmed attacks:

- You debilitate and cripple with every strike **+messy**.
- The range of your attacks is unexplainable **+close**.
- You care not for armour **+3 piercing**.

Etherstep

Requires: Featherstep
Your otherworldly nature allows you to treat the open air as a surface, as long as you keep running.

Ungodly Reflexes

Replaces: Lightning Reflexes
If you are unarmoured and carry no shield you have 4 Armour against hand-held weapons. If this reduces the damage you take to zero, you may also disarm a foe.

The Key and the Gate

When asking for The Masters' Boon, you may ask to be transported to any place you've been to or have an otherworldly connection to.

Puppet Master

Requires: Mind Games
You may always use a successful Masters' Boon as leverage in Parley.

Knowledge from Beyond

When Discerning Realities about something connected with your Masters' domain you may ask any questions, not only those on the list.

Mark of Glory

Requires: Masters' Gift
When you permanently mark a willing character to serve the Masters, you may use Body Horror to alter them. When you Aid or Interfere with the marked creature add +1.

The Thing

Requires: Assimilator
When you absorb the essence and body of a defeated foe in addition to the Assimilator move effects, you gain the victim's memories for as long as you have 1 hold.

Interdimensional Body

When you prove your loyalty to the Masters by enduring hardship in Their name you gain a physical mark of Their power. Discuss with the GM and gain a monster move each time you gain Interdimensional Body. You may have up to three monster moves at a time.

Ia! Ia!

When you achieve a great success on Their behalf you establish and additional Fact about the Masters and open up another Domain for them. The GM then chooses to change one Limitation or add a custom one.



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