

NAME 

LOOK




Human: Avraham, Gad, Alon, Tzemach




Singer: Şe Enikēni wa Eibi Ti o le Şo Oyinbo, Mo Fe Iyara Nibiti won Ko Nmu Siga

Haunted Eyes, Sharp Eyes, or Crazy Eyes  
 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
■ 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  
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.

## RACE

☐ **HUMAN**

You may treat runes inscribed into superior bronzework as a pure sample of a true name.

☐ **SINGER**You start knowing the true name of three subjects, of which one is *trees*.

## BONDS

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

\_\_\_\_\_ is worthy of wielding some of my power.

The relationship \_\_\_\_\_ has with their prize is curious. I want to know more.

I would share my true name with \_\_\_\_\_.

## STARTING MOVES

**Speak a True Name**

A shaper begins knowing the the true names of two subjects. Speaking a true name as a verb forces a target to take that action or causes an object to take that action (*move, root, burn, etc.*). Speaking a true name as a noun gives control over those things or gives an area or object a quality related to that noun (*movement, tree, fire, etc.*). The more specific the word, the more power the shaper has over its subject. When you speak a true name, state the effect you create on a target within *far* and roll +INT. \*On a 10+, this effect happens promptly and correctly, though it won't last forever. \*On a 7-9, choose one:

- The effect will be particularly brief.
- You fumbled the word you spoke and the effect is not quite what you intended. GM will tell you how.
- You put yourself in a spot or predicament.

**Sculpt Reality**

When you perform a ritual to bind permanently one or more of your true names into an object (or place), you must have pure samples of the true names you will bind on hand. Describe the effect you are creating and optionally choose one or more benefits:

- The object gains a tag related to any of the true names imbued into it.
- The object gains a new move. GM will tell you what it is. You may choose a benefit more than once. Now roll +count of true names bound. \*On a 10+, you choose the same number of troubles as benefits. \*On a 7-9, the GM chooses your troubles. \*On a 6-, your creation has a dangerous flaw.
- GM chooses a tag related to any of the true names imbued into it. Trouble: **weakness**
- The object does not distinguish friend from foe. Trouble: **unintended targets**
- The making of this object has temporarily sundered your connection to one of the true names imbued into it. Trouble: **forgetfulness**
- The making of this object has permanently altered the maker: his voice sounds like it comes from beyond the grave, he is permanently wreathed in shadow so his face is obscured, his footsteps are limned in blue fire, etc. Trouble: **marked**

## GEAR

Your load is 7+STR. You carry some symbol of your skill.

Describe it. Choose your weapon:

- ☐ Short sword (*close*, 1 weight), worn bow (*near*, 2 weight) and a bundle of arrows (3 ammo, 1 weight)
- ☐ Staff (*close*, 2-handed, 1 weight) and a bag of books (5 uses, 2 weight)

Choose your defenses:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ Shield (+1 armor, 2 weight)

Choose one:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Halfling pipeleaf (5 uses, 1 weight) and dungeon rations (5 uses, 1 weight)

## ADVANCED MOVES

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

### ☐ FLASH

When you spout lore about one of your mastered subjects, on a 12+ you tell the GM one new surprising interaction between two or more words of power.

### ☐ DABBLING NAMER

Add one more name to the list of true names you know.

### ☐ INITIATE NAMER

Add one more name to the list of true names you know.

### ☐ THE FORCE IS STRONG

Choose one true name you know. You may wield power over that word as if you knew a more specific example of it: "lakes" instead of "water", "torches" instead of "fire", etc.

### ☐ DEEP KNOWING

When you empathize with an inanimate object, you may ask it a question from the list below. The object will make the true answer known to you.

- Who is your owner?
- What were you made for?
- How can I get you to \_\_\_\_\_?
- How are you vulnerable to me?

### ☐ HEART'S TRUE SONG

When you spend time examining somebody's true nature, you may spout lore about them as if you had known them all your life.

### ☐ SCRY

Once you have journeyed to a place, you can forever after discern realities there as if you were physically present.

### ☐ NAMES OF THE DEAD

When you seek to restore the soul to the body it recently vacated, sing the names of the soul and his mortal vessel and roll +INT. \*On a 10+, choose two. \*On a 7-9, choose one:

- The body is repaired.
- The soul is bound permanently.
- The restored is not insane.

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

### ☐ HOME IMPROVEMENT

You have learned enough of your true name to change some aspect of your physical form, permanently. Describe the change and how others perceive it. You can never be deprived of this change.

### ☐ MAKE IT UP AS I GO

When you improvise a true name, state the effect you are attempting to create and roll +CHA. \*On a 10+, you mostly succeed in capturing a power you understand but poorly. \*On a 7-9, choose one:

- The effect is much weaker or stronger than intended.
  - The effect includes your allies or enemies.
- \*On a 6-, you fail to master the true name and you may never speak that true name again.

### ☐ MASTER NAMER

Add one more word to the list of true names you know.

### ☐ MASTERPIECE

When you sculpt reality, on a 12+ you may choose one fewer trouble than benefit (minimum one trouble).

### ☐ I KNOW YOUR FACE

*Requires: Heart's True Song*

When you take this move, you gain the opportunity to add a single intelligent being to your list of true names. This effect occurs only once.

### ☐ YOU WILL KNOW MY NAME

*Requires: The Force Is Strong*

Choose another word of power you know. You may wield power over that word as if you knew a more specific example of it: "dance" instead of "move", "divulge" instead of "speak", etc.

### ☐ SONGS OF THE DEAD

*Requires: Names of the Dead*

When you name the dead, on a 10+ choose three options from the list. On a 7-9, choose two.

### ☐ JOURNEYMAN

When you sculpt reality, add "Those benefiting from the object (or place) cannot conceal themselves or the truth. Trouble: **honesty**" to the list of troubles.