

NAME

LOOK

Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash
Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara
Xeno, Halwyr, Dorigen, Aballister, Vincent, Akar

Haunted Eyes, Sharp Eyes, Crazy Eyes, _____
Styled Hair, Wild Hair, Pointed Hat, _____
Old Robes, Stylish Robes, Odd Robes, _____
Pudgy Body, Creepy Body, 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
+ CONSTITUTION

DRIVE

POWER

Uncover new magical treasures.

KNOWLEDGE

Discover something about a magical mystery

INFAMY

Use magic to cause terror and fear.

STARTING MOVES

REPertoire

You have an arsenal of spells at your command. Whenever you spend some hours perfecting a new spell, you may add it to your list or replace an existing one. You may master up to three spells at a time.

- _____
- _____
- _____

CAST A SPELL (INT)

When you invoke your magic and shape it into a spell, select a spell from your repertoire, describe your intended effect within the scope of the spell's name, and roll +INT. *On a 10+, the spell works as well as can be expected: select two tags, or three tags and a consequence. *On a 7-9, choose two tags and a consequence.

TAGS

- near*
- burst*: the spell affects everything within *reach* of the target
- damaging*: the spell deals your damage
- obstructing*: the spell hinders creatures' actions
- concentration*: the spell lasts as long as you focus. Until it ends, take -1 ongoing to INT
- forceful*
- divination*: the spell uncovers things that are hidden
- protective*: the spell grants 2 armor against weapons or a chosen element

If a spell has no other range tags, it is *close*. You can always choose to be affected by your spells

CONSEQUENCES

- The spell puts you or an ally in a spot, as described by GM.
- The spell affects either much more or much less than desired, GM's choice.
- The spell requires components, mark a use of spell components.
- The spell saps your energy, take a -1 ongoing to INT until you have a few hours to recover.

CANTRIP

Your mastery of magic enables you to easily perform simple feats and parlor tricks, provided they are harmless and trivial.

BACKGROUND

INNATE GIFT

Magic is as natural as breath to you. Whenever a **magical effect happens close by**, you can feel it and tell roughly which direction and how far it is from you.

HARD STUDY

You've earned your power. When you **Spout Lore about something no one else has any clue about**, take +1.

DARK DEAL

Great power comes with a price. When you **deal damage with Cast A Spell**, you may reroll 1s. **When you take your Last Breath**, something other than Death awaits you, and it always exacts a heavy price.

BONDS

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

I have seen an important vision of _____.

_____ knows the secret to my powers.

Bond text _____ is woefully misinformed about the world; I will teach them all that I can.

GEAR

Your load is 7+STR. You start with:

- Dungeon rations (5 uses, 1 weight)
- Pouch of spell components (3 uses, 0 weight)
- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight)

Choose your magical implement:

- Runic Dagger (hand, 1 weight)
- Ancient Staff (close, two-handed, 1 weight)
- Weighty Tome (hand, 1 weight)

ADVANCED MOVES

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

CLAIRVOYANT

Add the following tag to the Cast A Spell list.

Remote: The spell affects a specified location, provided you have been there before.

FORAGER

Whenever you Make Camp in the wilderness, you can take three uses of spell components.

SYMPATHETIC MAGIC

Add the following tag to the Cast A Spell list.

Sympathy: The spell affects the target regardless of range, provided you have a personal possession of the target.

SORCEROR

Spells with the *damaging* tag ignore armor.

WARMAGE

Increase your damage die to a d6.

ARCANE WARD

You have +2 Armor against magical attacks, and nearby allies have +1 Armor against magical attacks.

RITUAL

When you draw on a place of power to create a magical effect, 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 _____.
- You'll need help from _____.
- It will require a lot of money.
- The effect will be unreliable or limited.
- You and your allies will risk danger from _____.
- You'll have to disenchant _____ to do it.

PRICE OF POWER

When you hit with Cast A Spell, in addition to any other results, you can take a consequence for an additional tag.

DISPEL MAGIC

When you spend time unraveling an ongoing magical effect, roll +INT. On a 10+, choose two. On a 7-9, choose one.

- The magic doesn't return after a short time
- A weaker version of the magic doesn't linger
- The unleashed magic doesn't harm anyone

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

WARLOCK

Spells with the *damaging* tag deal +1d6 and are *messy*.

FORKED SPELL

When you Cast A Spell, you may pick targets twice.

SIGNATURE SPELL

You gain an additional spell slot, which can only be used for your Signature Spell. Your Signature Spell cannot be replaced.

THOUSAND-LEAGUE BOOTS

Add the following tag to the Cast A Spell list.

Teleportation: targets of your spell are transported to a location within range

ARCHMAGE

When you select tags for Cast A Spell, you may select an additional tag.

SANCTUM

Requires: Ritual

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 it to this place. The GM will tell you one kind of creature that will have an interest in your workings.

ARCANE ARMOR

Replaces: Arcane Ward

You have +4 Armor against magical attacks, and nearby allies have +2 Armor against magical attacks.

CONCENTRATION

Add the following tag to the spell list.

Concentration: The spell lasts as long as you maintain focus. Until it ends, you take -1 ongoing to INT.

WORLDLY

Gain one move from a playbook no one else is currently using.

IMPROVED DISPEL

Requires: Dispel Magic

When you Dispel Magic, on a hit, you can choose an additional option.

SPELL NAME TEMPLATES

- [ELEMENT] [FORM]
- [ADJECTIVE] [FORM]
- [ADJECTIVE] [ELEMENT]
- [FORM] OF [ELEMENT]
- [FORM] OF [ADJECTIVE] [FORM]
- [FORM] OF [ADJECTIVE] [ELEMENT]

FORMS

ARMOR	CONE	GUARD	PILLAR	STRIKE
ARROW	CROWN	GUIDE	POCKET	SWORD
AURA	CUBE	GUISE	PORTAL	TENDRIL
BANE	CUP	HALO	PYRAMID	TONGUE
BLADE	CURSE	HAMMER	RAY	TOOTH
BLAST	DAGGER	HAND	RUNE	TRAP
BLESSING	DART	HEART	SCREAM	VEIL
BLOB	DOOR	HELM	SEAL	VOICE
BLOOD	EYE	HORN	SHAFT	WALL
BOLT	EYES	LOCK	SHIELD	WARD
BOND	FACE	MANTLE	SIGIL	WAVE
BOON	FANG	MARK	SIGN	WEAPON
BRAIN	FEAST	MEMORY	SONG	WEAVE
BURST	FINGER	MIND	SPEAR	WHISPER
CALL	FISSURE	MOUTH	SPELL	WINGS
CHARM	FIST	NOOSE	SPHERE	WORD
CIRCLE	GAZE	OATH	SPRAY	
CLAW	GLAMER	ORACLE	STAFF	
CLOAK	GLOBE	PATTERN	STORM	

ELEMENTS

ACID	DESPAIR	HEAT	NATURE	STARS
AETHER	DIMENSION	HISTORY	OIL	STEAM
AIR	DOOM	HOPE	PAIN	STEEL
ANGER	DUST	ICE	PERCEPTION	STONE
ASH	EARTH	IRON	PLANE	STORM
AVARICE	EMBER	JUSTICE	PLANT	SUN
BALANCE	ENERGY	KNOWLEDGE	POISON	TERROR
BLIGHT	ENVY	LEAD	QUICKSILVER	TIME
BLOOD	FEAR	LIES	REVULSION	TREASURE
BONE	FIRE	LIFE	ROT	TRUTH
BONES	FOG	LIGHT	SALT	VANITY
BRIMSTONE	FORCE	LIGHTNING	SHADOW	VENOM
CLAY	FURY	LORE	SIGHT	VIGOR
CLOUD	GLORY	LOVE	SILVER	VOID
COPPER	GLUTTONY	LUST	SMOKE	WATER
COSMOS	GOLD	METAL	SOIL	WILL
DARK	GREED	MIGHT	SOUL	WIND
DEATH	HATE	MIST	SOULS	WISDOM
DECEIT	HATRED	MOON	SOUND	WOOD
DESPAIR	HEALTH	MUD	SPIRIT	YOUTH

ADJECTIVES

ALL-KNOWING	DELICATE	FLOATING	MIGHTY	SMOKING
ALL-SEEING	DEMONIC	FREEZING	MOST EXCELLENT	STRANGE
ARCANE	DEVASTATING	GLITTERING	OMNIPOTENT	STUPEFYING
BEFUDDLING	DEVILISH	GYRATING	OZZING	TERRIBLE
BINDING	DIMINISHING	HELPFUL	PENULTIMATE	THIRSTY
BLACK	DRAINING	HINDERING	PESTILENTIAL	THUNDERING
BLAZING	ELDRITCH	ICY	PIERCING	TRANS-DIMENSIONAL
BLINDING	EMPOWERING	ILLUSORY	POISONOUS	TRANSMUTING
BLOODY	ENLIGHTENING	INCREDIBLE	PRISMATIC	ULTIMATE
BRIGHT	ENSORCELLING	INESCAPABLE	RAGING	UNCONTROLLABLE
CACOPHONOUS	ENTANGLING	INGENIOUS	REJUVENATING	UNSEEN
CERULEAN	ENVELOPING	INSTANT	RESTORATIVE	UNSTOPPABLE
CONCEALING	ERRATIC	INVIGORATING	SCREAMING	UNTIRING
CONFUSING	EVIL	INVISIBLE	SENSITIVE	VENGEFUL
CONSUMING	EXCRUCIATING	INVULNERABLE	SHIMMERING	VEXING
CRIMSON	EXPANDING	LIBERATING	SHINING	VIOLENT
DAMNABLE	EXTRA-PLANAR	MADDENING	SILENT	VORACIOUS
DARK	FEARSOME	MAGNIFICENT	SLEEPING	WEAKENING
DEFLECTING	FLAMING	MANY-COLORED	SLOW	WONDROUS