

Name

Look

Bright eyes, Arresting eyes, or Troubled eyes  
sweet face, strange face, cute face  
Bright clothes, New clothes, or showy outfit  
Slim body, young body, or lush body.

Assign these scores to your stats : 16 (+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

Strength

Weak -1

Dexterity

Shaky -1

Constitution

Sick -1

Intelligence

Stunned -1

Wisdom

Confused -1

Charisma

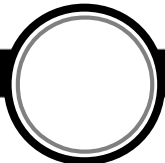
Scarred -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

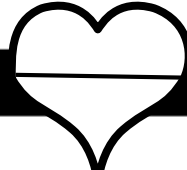
Damage



Armour



HP



Max HP is 6 + Constitution

Drive

Starting Moves

- Wonder:** inspire someone with your creations
- Restoration:** Reconstruct something important from the world that was
- Extravagance:** Impress another using your wealth or your creations

Race

### Wondrous Creations

When you create a magic item or a work of art, tell the GM what effect you want it to have on people and the GM will tell you how long you need to work on it and if you need any special materials. The first time you use or unveil your creation, roll+INT. On a hit, it has the effect you desired, but on a 7-9, it has an additional effect chosen by the GM. On a miss, you have created something terrible.

### Healing Hands

When you touch someone, skin to skin, and concentrate on healing them, roll+INT. On a 10+, you heal 1d8 damage or remove one disease. On a 7-9, they are healed, but the damage or disease is transferred to you.

BONDS

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

\_\_\_\_\_ once saw me safely through a dangerous situation.

Ironically, \_\_\_\_\_ seems to have enchanted me.

I keep telling \_\_\_\_\_, but they won't listen.

This isn't the first time \_\_\_\_\_ and I have been in a mess together.

# The Panacea

Level  
XP

# Gear

Your load is 6 + STR. You start with your clothes, a shoulder bag, dungeon rations (5 uses, 1 weight), a mundane item you intend to enchant and choose two:

- Adventuring gear (5 uses, 1 weight).
- Bag of books (5 uses, 2 weight).
- Staff (close, two-handed, 1 weight).
- Poultices and herbs (2 uses, slow, 1 weight).
- Antitoxin and bandages (3 uses, slow).
- Dungeon rations (5 uses, 1 weight).
- Two healing potions.

## Advanced Moves

When you gain a level from **2-5**, choose from these moves or choose a spell from the next page.

### Operator of Magical Mechanisms

When you use a magical item and force it to obey your will, roll+INT. On a 10+, you control the degree and extent of its effects. On a 7-9, you direct its effects, but choose one:

- It is broken and cannot be used again until fixed.
- It slips out of your control, creating additional, unwanted effects.

### Scrying Pool

When you peer at someone across time and space, and you have a piece of their body or an item that is important to them, roll+INT. On a 10+, ask the GM two questions from the list. On a 7-9, ask one. On a miss, they get to ask two questions about you:

- How could I get to them, physically or emotionally?
- What are they really up to?
- What is their weakness?
- Who are their allies?
- Who are their enemies?

### Hospitaller

When you heal an ally, you heal +1d8 damage.

### Arcane Library

When you spout lore about magical writings, on a 10+, the GM will also ask you a question. Whatever you answer, it is the truth.

### Martyr's Touch

When you heal someone, you can swap any one debility, disease, impairment, injury, or wound they have with another person, including yourself, who is either willing or unconscious.

### 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:

- First you must \_\_\_\_\_.
- It will require a lot of money.
- It will take days/weeks/months.
- The best you can do is a lesser version, unreliable and limited.
- You and your allies will risk danger from \_\_\_\_\_.
- You'll have to disenchant \_\_\_\_\_ to do it.
- You'll need help from \_\_\_\_\_.
- 

### 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.

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

### Disguise

When you have time and materials, you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

### Escape Route

When you're in too deep and need a way out, name your escape route and roll+DEX.

On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

### Fade Away

Requires: Stay Out of the Light

While you stay still or act meek and unobtrusive, even in broad daylight, people only notice you if they are looking for you specifically.

### Unseen Hand

When you leave a room or other location, you can name something small that you saw that no one else was using or studying. You took it.

### Dirty Fighter

Replaces: Cheap Shot

When using a precise or hand weapon, your backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

### Serious Underdog

Replaces: Underdog

You have +1 armour. When you're outnumbered, you have +2 armour instead.