NAME

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

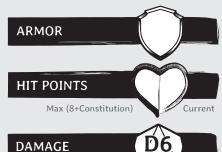
Choose one for each, or write your own:

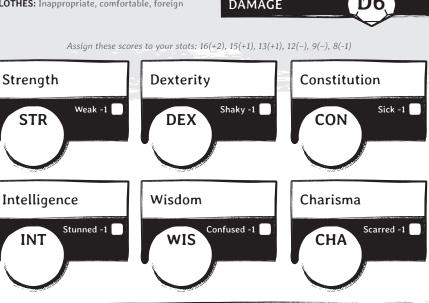
BODY: Extremely thin, perfect poise, unnatural grace

EYES: Mesmerising, otherworldly, ever distant

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

CLOTHES: Inappropriate, comfortable, foreign





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
- · The Masters have worked here for a long time and were part of this world's ancient

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'

- 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.

ALIGNMENT

LEVEL

Good

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

XΡ

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.

Spread fear in the name of the Masters.

BONDS

stand them

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 under-

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.

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.



X 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
- 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 vour 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.



| X | 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.







STARTING GEAR



Max Load (9+STR)

 hall provi	ue.		

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 1 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.



