

NAME

LOOK

Dwarven: Gyrus, Threonine, Tecumseh, Ulbaek
Elven: Dagoliir, Demandor, Elohirr, Celion, Phirolosalle
Human: Hiro, Saussure, Noam, Dunbar, Rappaport, Terrence

Piercing Eyes, Wild Eyes, Unfocused Eyes
 Well Kept Hair, Bald, Unruly Hair
 Finery, Robes, Tattered Traveling Clothes
 Chubby, Emaciated, Average Build

ASSIGN THESE SCORES TO YOVR STATS : 16 (+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

STRENGTH <input type="checkbox"/> WEAK -1	DEXTERITY <input type="checkbox"/> SHAKY -1	CONSTITUTION <input type="checkbox"/> SICK -1	INTELLIGENCE <input type="checkbox"/> STUNNED -1	WISDOM <input type="checkbox"/> CONFUSED -1	CHARISMA <input type="checkbox"/> SCARRED -1
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Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

DAMAGE

D4

ARMOR

HP

Max HP is # + Con

ALIGNMENT

STARTING MOVES

- Neutral** Learn a secret you can use to manipulate someone.
- Evil** Steal someone's will and make them do something they find shameful.
- Lawful** Use your unique powers to bring a criminal to justice or prevent a friend from breaking the law.

RACE

- Human**
 You are well traveled from your time studying the Ancient Tongue. When you first encounter an important location, creature or item of the civilized world ask the GM a question about it and they will answer truthfully.
- Elf**
 Your people speak an older language than the other races, and so are closer to the root of all tongues. The Ancient Tongue is more intuitive to you than it would be to the other races : choose an extra order you can give from the 'In the Ears and Around the Brain' list.
- Dwarf**
 You've dealt intimately with above and below ground races, and have been exposed to many divergent evolutions of the mother tongue. You were also raised by a people prone to speaking clearly and to the point. All in all, you've learned how to communicate like none other. Once per session you can re-roll any Charisma based check.

BONDS

Fill in the names of your companions in at least one:
 _____ knows something dangerous about me.
 I will save _____ from their careless talk.
 _____ needs to be put in their place.
 I'll avoid hurting _____ despite how badly I want to.

Tongue of the Ancients

You know bits and pieces of the ancient root language every sentient species once spoke. Although no one speaks The Ancient Tongue every reasoning brain understands it. You can, haltingly, talk to any sentient species whether you know it's language or not. They know you are not speaking their language although they can understand the gist of what you say to them. This does not help you to understand what they may say back!

In The Ears and Around the Brain

The Ancient Tongue circumvents consideration and acts directly on the hearer's will. This seems magical when witnessing the effect it has on sentient creatures, but it is not. Its power is rooted in exploiting their brain's physiology. Choose three orders you can give to sentient creatures when creating the character.

- **Stand still!**
- **Drop what you hold!**
- **Come to me!**
- **Go away!**
- **Silence!**

When giving an order, Roll + CHA. On 10+ choose 3, on 7-9 choose 2. On a miss something bad happens, the GM will tell you what.

- **You block the words from overtaking your own mind.**
- **Your words take effect for more than a few moments.**
- **The hearers do not realize you forced their hands.**
- **You weave a complex order – choose two orders.**
- **You enunciate properly and are heard over the din of battle or a rambunctious crowd.**

This ability overrides conscious thought but may sometimes be overcome by intense instincts of self. Your orders have a tendency to affect everyone who can hear them – enemies, allies, onlookers, and yourself. You hear yourself, even when using ventriloquism. You may choose any distance from hand (whispers) to near (just short of yelling)

Amateur Ventriloquist

You may 'throw' your voice, at any volume, out to a 'near' distance.



THE VOICE

LEVEL
XP

GEAR

Your load is 4+STR. You start with Dungeon Rations (5 uses, 1 weight), Leather Armor (1 armor, 1 weight) and 20 gold. Choose your weapon:

Dagger (Hand, 1 Weight) and Short Bow (Near, 2 weight) with a bundle of arrows (3 ammo, 1 weight)

OR

Short Sword (Close, 1 Weight) and Shield (+1 armor, 2 Weight)

Choose two:

2 Healing potions (0 weight)

Adventuring Gear (5 uses, 1 weight) and Antitoxin (1 use, 0 weight)

20 Gold

Traveling Papers

ADVANCED MOVES

You may only take this move if it is your first advancement.

Diverse Background

Your parents were from different races. Choose another available race and gain their starting move.

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

Refined Ear

Because you know the language all other languages are based on, you may learn any language after living in a place where it is spoken for two weeks.

Words of Encouragement

You may grant a +2 instead of +1 while using the Aid move.

Not Particularly Trustworthy

Get a Move from the Thief class. Treat as one level lower for choosing the move.

Well Studied

Choose another order from the list that you may give while using the "In the Ears and Around the Brain" move.

Chant of Distraction

A softly spoken melodious chant based on the Ancient Tongue. While reciting it any sentient creature within Reach distance that tries to harm you is distracted. You gain 2 'armor,' which ignores the Armor Piercing tag, against such creatures. You also take a -1 ongoing until you cease the chant.

Silver Tongued

You and anyone you travel with gain +2 to Outstanding Warrants rolls.

Healthy Lungs

Your voice carries extremely well. You may give orders out to 'far' distances. Your ventriloquism is still limited to 'near' distances.

Well Prepared

The Bolster move only takes half the normal time for you.

Beast Tongued

You may speak one or two word statements to animals. They may respond with a similar short statement or adjust their actions, at the GM's discretion. You may not use "In the Ears and Around the Brain" on animals.

More Dangerous Than I Look

Your Hack-And-Slash damage goes from D4 to D6.

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

A Few Tricks Up My Sleeves

Get one move from another class. Treat your level as one lower for choosing the move.

Immediate Immersion

(Replaces Refined Ear)

You can speak ANY language you have heard spoken by a sentient creature.

Swear Like an Ancient Sailor

When you take damage or a debility, you may choose to Roll + CHA. On a 10+ all sentient creatures within hearing distance take the same amount of damage or that debility. On a 7-9 the source of your damage does (or one target of your choice if the damage/debility was not dealt by a sentient creature) On a 6- your swearing gets out of control and you hurt yourself, the GM will tell you how.

Ancient Mastery

With the GM's approval create a new order that may be given with the "In the Ears and Around the Brain" move.

Desperate Negotiations

When making the Last Breath roll you may decide before rolling to make an offer to Death. If Death takes the offer you are returned to life as if having successfully negotiated a 7-9 result. If Death rejects your offer roll as normal.

Forged in Adversity

(Replaces More Dangerous Than I Look)

Your Hack-And-Slash damage becomes D8

Because I Said So

You can make demands of any sentient creatures. They must abide by your demand, whatever it is, or fly into a blind rage. They are fully aware through the whole process that their minds are being exploited.

Naturally Distracting

(Requires Chant Of Distraction)

When speaking the Chant of Distraction you no longer need to focus to maintain it or take the -1 ongoing.

Acclimated

Your brain has finally rewritten its pathways to deal with the Ancient Tongue's effects. When using the 'In the Ears and Around the Brain' move you always receive the option to block the words from overtaking your own mind for free.