

THE BEGGAR

NAME _____

LEVEL _____

XP _____

DAMAGE



Starts at (2)

POWER



LOOK

ARMOR



Current

Max

BONDS

I've definitely shared good times recently with _____

_____ has the stink of wealth around them.

I met _____ on the road once, and we barely escaped from _____

BURNING WILL

GOAL _____

FLAW _____

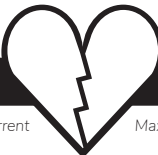
STAMINA



Current

Max (3+Breath)

WOUNDS



Current

Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Body and Heat are the most useful for you.

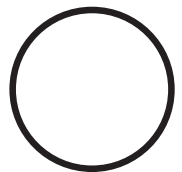
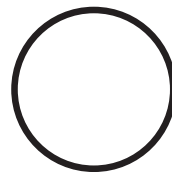
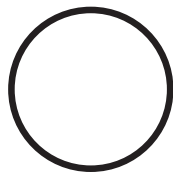
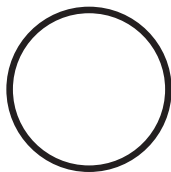
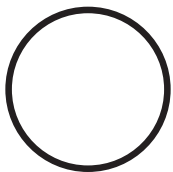
BODY

REFLEX

HEAT

BREATH

MIND



STARTING MOVES

RACE

MANTRA OF PEDAM, THE WANDERER

You can pass unnoticed as a local in most situations, even if someone is looking for you. In addition, when you're in trouble or just need some additional help, you can spend a power die and you will always get help from the local Beggar's guild. The GM will decide what form this help takes, but it will always:

- show up (no matter how impossible the situation)
- be genuinely helpful, no matter the situation
- be slightly dirty
- annoy someone powerful, whether right away or eventually

WAY AND MEANS

When you're among small people (in the country or city) and need something from the lay of the land (choose 1: word on the streets, food, booze, supplies, help) roll +heat. On a 10+, it comes to you, mostly intact, and probably a little dirty. On a 7-9 you get it, but in the process of getting it you are lead wildly astray from your original path.

SPARROW MOCKS DOGS

When you attempt to humiliate someone, in combat or otherwise, roll +heat. On a 10+, choose two of the following (can't choose the same twice)

- Your target gains the [reeling] tag
- Choose an ally. That ally's next roll against your target is empowered.
- Your target drops or is disarmed of something they were holding or wearing (clothing, armor, weapons, etc)

On a 7-9, Choose only one from the above list, and you expose yourself to damage and reprisals. On a miss, you are humiliated instead, and in addition to any other outcomes, the GM may choose one choice from the above list against you.

IMPOSSIBLE WEAPONS

Anything you can use or pick up counts as a full weapon for you as long as it is not already a weapon, so you don't have to make clumsy rolls when using it. You don't have to be familiar with it, and can simply pick it up. The GM will determine its qualities.

★ DEVIL

Gain a power die if you beat anyone in a drinking contest.

★ HUMAN

You cannot fail Query the Cosmos rolls if it relates to folk legend, myth, or storytelling, and you know nearly every story there is.

★ SERVANT

When acting to enrich yourself, you can take +1 to Bend Will rolls.

WEALTH



PROFICIENCY

Weapon proficiencies: Light armor, Improvised (see below), and choose 2: stave, club, spear, empty hand, great weapon, pankration

STARTING GEAR

Choose any:

Shabby clothing or rags, a hat, a walking stick, gear (well worn traveling, peasant's), three bottles of questionable liquid (detail -possibly medicine), a wine or liquor jug (full or empty), a begging bowl, prayer beads, an Atru holy symbol or a religious text

INVENTORY

ADVANCED MOVES

☆ RED STAFF DOG BOXING

Ignore the [group] tag when fighting (you deal and take normal damage when fighting groups), and your attacks against [group] targets are [ap]. You are especially nimble or adept when surrounded and can fight naturally when ganged up on.

☆ DRUNKEN BRAWLER

When you get drunk, take -1 ongoing, but deal +1 damage and your attacks gain the [messy] tag. Lose this damage and tag if you sober up.

▷ ADVANCE: RAINING WINE STYLE

When you're very drunk, all your rolls additionally become broken. However, you gain the [huge] tag, and if you roll doubles on any move (hit or miss, only count the final die), you may empower the next roll of an ally that can see you as they take advantage of your erratic actions. Lose this effect and tags if you sober up.

☆ SPARROW SHARES A DRINK

When you want to get on good terms with someone indifferent or hostile, roll +heat. On a 10+, you tell them a raucous joke or story that gets you in their good graces for the next few minutes. A guard might forgive your trespass, a bouncer might open a door for you, or a merchant might give you a discount. On a 7-9, they are no longer indifferent or hostile to you, but they won't give you any special treatment. On a 2-6, your attempt at humor goes badly for you.

After a few minutes, the effect of your story wears off. Don't outstay your welcome.

☆ LADDER FIGHTER

While using a massive improvised weapon large enough to defend your whole body, gain 1 armor. When you spend that armor, your weapon breaks and you will have to find a new one of appropriate size. If you do, gain this armor back.

▷ ADVANCE: FIFTY TALENT DOG DESTROYER

When using an improvised weapon large enough to defend your whole body, in addition to the armor gained from Ladder Fighter, gain the [forceful] and [messy] tags. When you spend that armor, your weapon breaks and you lose the tags from this move until you find a new one.

☆ SPARROW PECKS OX

You ignore the [huge] tag in combat (deal and take normal damage). In addition, when you roll a 10+ against a [huge] target, you send your target [reeling]

☆ GHOST MEDICINE

When you rest, if you have materials you can brew 3 doses of ghost medicine, a potent and bizarre healing salve. When you or an ally takes a swig, roll a 1d6.

1-2 - The drinker recovers all their stamina or 1 wound
3-4 - The drinker's skill in a particular area (You choose from one or roll a 1d6: 1-speech, 2- alcohol tolerance, 3- cooking, 4- gambling, 5- acrobatics, 6- persuasion) increases. They can empower rolls involved in that skill until they rest.
5-6— The drinker's mannerism changes drastically until they rest in some bizarre way (Choose 1: they gain an irresistible attraction to the next person they see, they become unbelievable narcissistic, they become unbelievably naive). Whatever effect takes place, it is apparent to anyone, and the drinker also appears and acts as though they are drunk. This effect lasts until the next rest.

NPCs can also drink Ghost medicine with similar effects.

☆ GLEANER

When you use Ways and Means, you can additionally look for something rare or dangerous (could be something rare or dangerous that's already on the list - word on the streets for example). On a 7+, it'll come to you, no matter how rare or dangerous, but always with the additional cost that the local folks who found it for you caused a LOT of unwanted attention.

☆ SUBLIME MOCKERY

Replace the list of choices on your Sparrow Mocks Dogs move with the following:

- Deal 1[ap] damage and give your target the [reeling] tag
- Choose an ally. That ally's next roll against your target is empowered.
- You may disarm your target of anything or everything they are wearing save one item nominated by the GM

☆ HURL DOGS SKYWARD

You can ignore the [group] and [huge] tag restrictions when making a Might move. Your might is such that you can wrestle colossal beings or objects, or distract and hinder entire groups.

▷ ADVANCE: SQUASH THE DOG'S BACK

Any damage you do to a target you are wrestling, grappling, or holding is [brutal] and [messy]

THE BOSS

NAME _____

LEVEL _____

XP _____

DAMAGE



Starts at (1)

POWER



LOOK

ARMOR



Current

Max

BONDS

I know that _____ is well known in the underworld.

My gang and I have beat the crap out of _____ before.

_____ would make a fine gang member and/or was formerly a member of my gang.

BURNING WILL

GOAL _____

FLAW _____

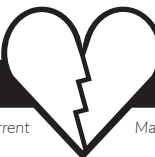
STAMINA



Current

Max (3+Breath)

WOUNDS



Current

Max (3)

BOSS starts at 0

Assign as you wish: +2, +1, +1, +0, -1. Any statistic can be useful for you.

BOSS

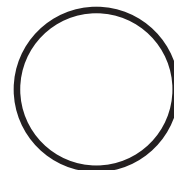
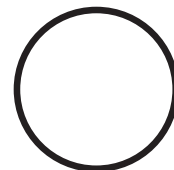
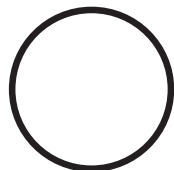
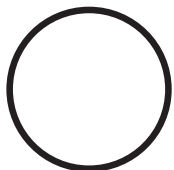
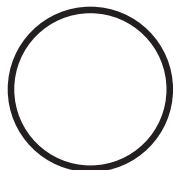
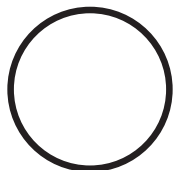
BODY

REFLEX

HEAT

BREATH

MIND



RACE

★ DEVIL

Once a session you can loudly and colorfully berate your gang for +1 BOSS.

★ HUMAN

Your gang is tight knit. Once a session, if you tell them an old story, bad joke, or anecdote get +1 BOSS.

★ SERVANT

Once a session, once you get your hands on some seriously good food, liquor, clothing, jewelry, or other loot for your gang, you can get +1 BOSS.

STARTING GEAR

Choose any:

Your gang wears shabby or plain clothing. You wear either the same, or fine clothing, and you have a mark of power (choose: jewelry, accoutrements, a badge, an item of clothing, your weapon). Your gang is equipped with anything from the peasant's, warrior's, or urbanite's list (your choice). Your gang has an assortment of leverage, coin, and barter goods worth 6 wealth, though they won't cough it all up to you without a fight. You have a weapon you are proficient with, and your gang is armed with a brutal assortment of street weaponry.

PROFICIENCY

Light armor. Choose 3: Empty hand, pankration, blade, claw, chain, bow, gun, club, knife.

STARTING MOVES

GANG

NAME _____

DESCRIPTION _____

TAGS _____

LOOK _____

WEAPONS & STYLES _____

MAIN RACKET

- Extortion and 'Dues'
- Mercenary work and 'Protection'
- Smuggling and other 'Business'
- Thievery and 'Acquisitions'
- Trading in goods of 'Acceptable legality'

MEMBERS _____

STRENGTH IN NUMBERS

You are the boss of a large gang of lackeys of questionable morality. Detail your gang and some of its members to your GM and name it. Choose 1 main racket for your gang. This is how your gang makes its living:

- Extortion and 'Dues'
- Mercenary work and 'Protection'
- Smuggling and other 'Business'
- Thievery and 'Acquisitions'
- Trading in goods of 'Acceptable legality'

Your gang completely lacks any semblance of discipline, brains, or bravery, but they love each other very much.

At any point, you have about 10-15 of these total bastards hanging around, protecting you and doing your dirty work. You'll always have about that many no matter what or how many you lose (they'll come out of the woodwork eventually). If they all get wiped out, revolt, or if you get totally separated from them for whatever reason, you lose the [group] tag and the use of your gang-based moves until you rest and can get them back.

Think about your gang as an extension of yourself. Members of your gang can separate out and perform tasks for you, but when they do, they are handled much like other npcs. Similarly, you can separate from your gang, but can't command them effectively if you do. You and the gang are basically synonymous.

When you're with your gang and commanding them, you gain the [group] tag, so you deal +1 damage to non-group targets and take -1 damage from them. When you separate from your gang, you lose this tag. Your gang doesn't function effectively without you commanding them (they're a bit thick), and if your gang needs to perform a task separate from you (for example, guarding an area while you split from them) a Dirty Work move will determine how well they do. Otherwise use your statistics to represent the gang.

Your gang fights with a motley assortment of weaponry and styles. They might even all fight with the same weapon (there's a reason they call them the Axe Gang). Decide what weapons they have.

It's totally possible (and likely) for members of your gang to get snuffed in combat, but don't sweat it too much. You can decide when named members of the gang bite it, but any number of faceless mooks will probably die for you.

THE BOSS

You have a new statistic, which is tracked as +BOSS (the capitals are important). Your +BOSS statistic represents your poise, command, and general sex appeal, and like other statistics can go from +3 to -3. It starts at 0.

Any time you make a move, you can declare you are making an example for your gang with your actions. If your roll is a 7+, no matter the result, raise your +BOSS statistic by 1. If it is a 2-6, lower it by 1. If the final dice are double 6s, raise it by 2, and if they're two ones, lower it by 2.

MANTRA OF THE BEAST-HEADED GOD

Any time you'd make a roll requiring you to roll +BOSS, you can instead spend a power die to gain a 10+ result automatically by making an example out of one of your gang members or giving a really damn inspiring speech. After all, you're the Boss, no matter what your gang thinks of you.

THE MANY

Your wounds, stamina, armor, statistics, and the gang's are synonymous, though any damage your gang would take 'off screen' doesn't hurt you. Any tags that apply to you or the gang functionally apply to the gang as a whole, even though in fiction you may not be personally affected, nor are all the members of a gang affected equally. You can decide whether in fiction you personally suffer or members of your gang suffer from the results of a bad roll.

Making a Shattered or Defy Fate roll represents a direct threat to you, however, not your gang. If you die, your gang disperses over a few days without further leadership or becomes hostile.

DIRTY WORK

When you give your gang a difficult, demeaning, or humiliating task, or a task where they must separate from you, roll +BOSS to see how they do. On a 10+ The gang performs just fine, with minimal complaints and acceptable competency. On a 7-9, they perform their task but they complain like hell and half-ass the job or screw it up somehow (though not to the point of failure). On a miss, it's a total screw-up, and your gang hilariously (and maybe intentionally) messes up the task you gave them. Either they get the wrong guy, defend the wrong location, break your favorite tea set, or something similarly disastrous.

After you complete this move, lower your +BOSS by 1 as it stretches your good will with your gang. Your gang won't do anything suicidal or insane regardless of how well you roll!

THE FATED

NAME _____

LEVEL _____

XP _____

DAMAGE



Starts at (2)

POWER



LOOK

ARMOR



Current

Max

BONDS

I've known _____ since I was very young.

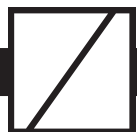
I don't know much about _____ and I should find out more before I trust them.

I consider _____ a mentor to me.

BURNING WILL

GOAL _____

STAMINA

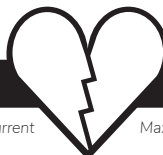


Current

Max (3+Breath)

FLAW _____

WOUNDS



Current

Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Heat, Body, and Reflex are important for you.

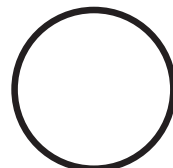
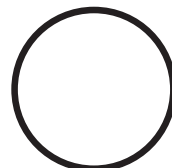
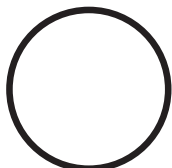
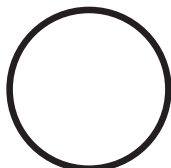
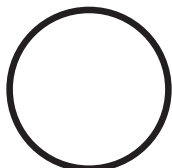
BODY

REFLEX

HEAT

BREATH

MIND



STARTING MOVES

RACE

DESTINY

Write a single sentence that begins with 'My destiny is to...'. You sought out your destiny, or it sought out you - whether in a slain mentor, a homeland left behind, or a quest to fulfill. Once per session, you can empower any roll as long as you think it relates to your destiny.

My destiny is to _____

FATED STYLE

You use a special, renowned, or significant weapon, or style of martial arts that was handed down to you. Name a single weapon or martial arts style. When you roll a 10+ on Reach Heaven by Violence, you deal +1 damage in addition to any other effects.

Your weapon or style is both recognized and contested by a specific and powerful individual or group. Whether that person or group is overtly hostile or not will be up to the GM.

Weapon or Style _____



HUMAN



SERVANT

Human and Servant - At the end of Session move, ask the question, "Did we further my Destiny this session?" If the answer is yes, everyone in your group can mark experience.

MANTRA OF PRIM, THE LOYAL

Your will is the fiercest there is - fierce enough to bend fate itself to your advantage. After a GM has established details about a person, place, location, or situation, you may spend a power die to add a single detail of your own in the form of a sentence that begins with the phrase "Yes, and fortunately...". The GM must accept this detail as established, unless they choose to spend a break die.

INSPIRATIONAL

When you make the bolster move you cannot miss - treat a 2-6 result as a 7-9 instead.

WEALTH



PROFICIENCY

Light and Medium Armor. Empty hand, the weapon granted by your fated style, and one extra weapon style of your choice

STARTING GEAR

Choose any:

Plain, Fine, or Exotic Clothes, light armor worth 1 armor (detail), and a fated or special weapon.

Gear (Choose 1: Traveler's, Peasant's, or Urbanite's). An assortment of multi-world coin and barter items worth 1 wealth. A coin giving you passage through one of the seven kingdoms of your choice. A memento from your past (detail).

INVENTORY

ADVANCED MOVES

☆ ARMOR OF WILL

Increase your armor by 1. If you have less than 1 point of armor left when you take a respite, your armor becomes 1. Your body exudes a natural aura of warmth, light, and heat that you can exude or suppress at will.

☆ BLINDING STAR

When you focus your inner power into a fiery aura, roll +body. On a 7+, your body flashes with fiery radiance. On a 10+, choose 1-3 of the following options, on a 7-9 choose 1. On a miss, you are [reeling].

- The radiance blinds and disorients all enemies that can see you for a few moments, leaving them [reeling]

- The radiance lights the area around you within [hand] range on fire, dealing 1[ap] damage

- The radiance forces everyone, friend and foe, within [close] distance to avert their eyes, functionally blinding them, and persists for 1 minute.

☆ DEFIANCE

Take +1 when you push a move.

☆ VENGEFUL STAR

When you lose your first wound in combat (just your first!) you can automatically deal your damage to a target of your choice within range without any roll required.

▷ ADVANCE: SUPERNOVA

When you lose your last wound and are forced to make the Shattered roll, you can automatically deal your damage to all targets of your choice within in range before you make the Shattered roll.

☆ RADIANCE

When you roll a 10+ on Reach Heaven Through Violence, you gain additionally gain 1 stamina on top of dealing +1 damage. This stamina cannot put you over your maximum.

☆ RISING STAR

When you lose your first or last wound (only your first or last) you can rally your group and roll +heat. On a 10+, everyone but you can recover 3 stamina, and take +1 forward. On a 7-9, they only recover 3 stamina. On a miss, you are disheartened and your next roll is broken.

☆ BEND FATE

A number of times between rests equal to your +heat, you can reach into your inner fire and re-roll a roll you just made OR allow an ally you can see you re-roll a roll they just made, choosing the better of the two results in either case. When you perform this action, a nimbus of flame appears around your body.

▷ ADVANCE: BRIGHTEST STAR

When you spend a power die to channel flame and empower a roll, a single ally that can see you can also empower their next roll, as long as their action follows your action or is against the same target. For example, if you spent a power die to leap across a chasm, another ally could empower their roll to leap across the same chasm.

☆ HEART OF THE VOICE

When you take a few moments to plan before a fight, any allies that listen and act on your plan (no matter how well it actually goes) can ignore the first instance of damage they take completely during that fight (no matter how large or small). You yourself don't receive this benefit.

☆ MARTYR

As long as you have only 1 wound remaining, you deal +1 damage and gain the [unstoppable] tag.

☆ WORD OF THE WORLD-SONG

Choose a single Word - (roughly translated: The Glory, The Tower, The Flame, The Diamond, The Blade, The Mind, The Beast). This is one part of the seven part name of God. You understand a little of its meaning. Once between rests, when you speak this Word, anyone who can hear you, ally or enemy, takes 1[ap] damage, is knocked off their feet, [reeling], and [crippled] by deafening for a minute after you speak it. The Word causes moderate structural damage and widespread destruction around you.

THE FURY

NAME _____

LEVEL _____

XP _____

DAMAGE



Starts at (2)

POWER



LOOK

ARMOR



Current

Max

BONDS

I'd gladly take a blade in the gut
for _____

_____ is weak and soft, and
will die without my help.

I fought (for/alongside/against) _____
in the _____ war.

BURNING WILL

GOAL _____

STAMINA

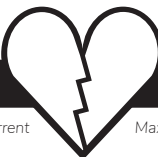


Current

Max (2+Breath)

FLAW _____

WOUNDS



Current

Max (4)

Assign as you wish: +2, +1, +1, +0, -1. Body is the most important for you, followed by Breath.

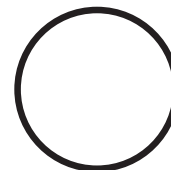
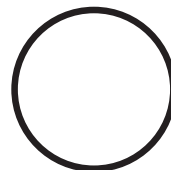
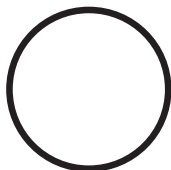
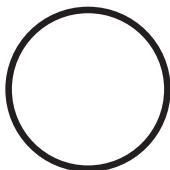
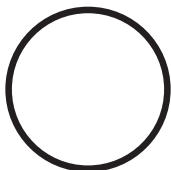
BODY

REFLEX

HEAT

BREATH

MIND



STARTING MOVES

RACE

MANTRA OF METI, THE BLOODY

When you roll double 6s on Reach Heaven by Violence, you may spend a power die to brutally annihilate your foe, instantly killing them.

TIGER'S BLOOD

You are a bloody figure, made of stronger and more terrifying stuff than normal men or women. You always make the shattered move empowered.

DEVIL

You can scent blood. You can ask your GM the approximate health (wounds/stamina) and emotional state of your opponents once per battle. They'll tell you.

BATTLE TRANCE

You have the ability to fly into a rage in an open, violent conflict (it must be open, and it must be violent!). The rage can be a frothing, bestial rage, a focus, honed fury, or a quiet, simmering rage. While raging, your base damage becomes 3 and gains the [destructive] tag, but you take +1 damage from any source. Your rage ends once the current conflict ends or you take a respite.

You must take a rest before you can rage again.

SCARRED

You have a number of scars, whether physical or emotional. You start play with either 3 or 1d6 scars of your choice. Detail what these are to your GM. Whenever you get a new scar during the course of your story, gain a power die, and write it down.

ANGEL

Once per combat, choose someone you can see. You're now right next to them, in no time at all.

HUMAN

When the battle starts, ask the GM the biggest threat and the weakest threat to you. They'll tell you.

SERVANT

When showing someone your scars would help you on a roll, take +1 on the roll

WEALTH



PROFICIENCY

Light and Medium armor, and choose 2: Empty hand, pankration, blade, chain, spear, great weapon, stave, knife, great gun, great bow

STARTING GEAR

Choose any:

Clothing (shabby, plain, ascetic) and Light armor worth 1 armor - detail. Traveler's gear, and 2-6 items from the warrior's and traveler's gear (your choice). A number of scars (detail). A single weapon you are proficient with, battered. Scraped and scattered coin worth 1 wealth.

INVENTORY

ADVANCED MOVES

★ BOILING BLOOD

When you push a move, you can additionally declare you are being insanely reckless. If you do, get 2 power die on a success instead of 1, but also give 2 break die to the GM on a failure.

★ COAT OF SCARS

You heal 1 wound when you take a respite. In addition, choose a single area of your body (torso, arm, head, leg). You do not feel pain in this part of your body and it cannot be pierced, severed, or burnt by normal means. You cannot be [crippled] in that body part, though you take damage as normal there.

▶ ADVANCE: BLOODY PATH TO HEAVEN

When you start a fight, choose a target. As long as that target is still alive, you cannot fail a shattered roll (treat a 2-6 as a 7-9 instead).

★ GHOST MAKING TIGER

While raging, any damage you deal to threat 0 or 1 targets is instantly fatal - you shred them to pieces or cut them down mercilessly. You can still suffer harm or retribution from them on a 7-9 before you end them.

★ TIGER'S ROAR

When you raise your voice in protest, command, or victory, everyone will stop what they're doing to listen to you, no matter what they are doing (combat or otherwise). You can empower your next bend will roll against them. This will only work once on the same target between rests.

★ IMPATIENCE

You don't care for pedantry. When you make a Ply Secrets or Query the Cosmos roll, you can automatically gain the result of a 7-9, but if you do, the GM will give you a brusque and rough answer of only a few words.

★ TIGER EYE TECHNIQUE

You can see well in any conditions (darkness, blindness, and poor weather) and gain good awareness of your surroundings up to [close] distance (even if you can't see them, such as through a wall) through smell, gut feeling, instincts, or something similar.

At your option, gain [focus], and for a few moments, you can see unimpeded up to a mile away. You can see through walls and other obstacles until you lose [focus] in this way, but any objects viewed through an obstacle will be hazy and indistinct. When you use this technique, your eyes take on an unearthly appearance. Detail it to the GM.

★ PREY ON WEAKNESS

When you start a fight with multiple participants, ask your GM who a particularly weak (or the weakest) character there is. During the fight, you will inevitably cut this character down, terrify them into submission, or cause them to break and flee. You can decide when this happens, and in what manner.

★ LIMITLESS

You can rage a second time before you rest.

▶ ADVANCE: SMASH GATES

You can rage a third time before you rest, but after you finish your third rage, you fall unconscious, are [stunned], and cannot be roused until you complete a rest.

★ MET'S TECHNIQUE

When you attempt to focus your energy into an incredibly powerful blow, before you roll, declare that you are making a Master Strike. Your next roll is broken but gains two benefits:

- It can be made at any range as long as you can see your target. If made with a melee weapon, you instantly move adjacent to the target

- It gains the [ap][brutal] and [messy] tags, and gives your target the [crippled] tag

★ SIVRAN'S CLAW

While raging, at your option, you can choose to enter a sublime rage. Your base damage becomes 4. However, this rage is exhausting, and after your rage ends, all your rolls are broken until you rest.

THE HUNGER

NAME _____

LEVEL _____

XP _____

DAMAGE



Starts at (2)

POWER



LOOK

ARMOR



Current

Max

BONDS

I've watched _____ secretly for some time. They may not know about it.

_____ tried to stop my machinations in the past.

_____ 's (blood/flesh/knowledge/skill) is extremely useful to me in my rituals.

BURNING WILL

GOAL _____

STAMINA

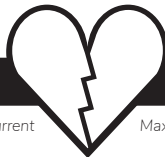


Current

Max (3+Breath)

FLAW _____

WOUNDS



Current

Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Mind is the most useful for you, followed by Reflex.

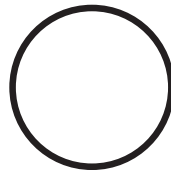
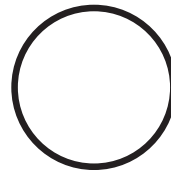
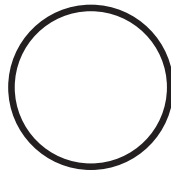
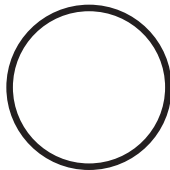
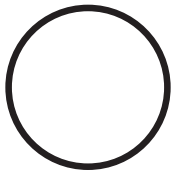
BODY

REFLEX

HEAT

BREATH

MIND



PROFICIENCY

Gain all: Implements, stave, empty hand, needle, knife, blade

RACE

★ **DEVIL**

When you use Dread Sorcery successfully, you can choose to commune with the Black Flame and ask it one question, which it must answer truthfully. The Flame knows everything, but draws disaster to you.

★ **HUMAN**

When you use Dread Sorcery successfully, you can also choose to Scry. Scrying requires a mirror and something from the target (a lock of hair, etc). When you scry you get a brief but very clear glimpse of what that person is doing and their immediate vicinity.

★ **SERVANT**

You are part of a society of sorcerers. When you use Dread Sorcery successfully, you can also choose to contact that society and ask up to 3 questions to them. They are friendly to you, but their knowledge is limited to their expertise.

STARTING GEAR

Choose any:

(Fine or Ascetic) clothing. An implement (bells, a sword or dagger, a mirror, or something else - detail). Gear (urbanite's, noble's). A pack with a collection of books (detail). A sack or pouch for casting sorcery - full of oils, fats, and other reagents. A weapon you are proficient with.



INVENTORY

A series of horizontal lines for taking inventory.

PACT

Your power and prestige comes from a pact or agreement with a patron. Choose 1 and detail: (A devil, a master, a powerful ruler). While your patron is happy with your exploits, you can comfortably ask them for a favor at the beginning of each session, which they will always grant you. If they are unhappy or not confident in your exploits, they'll ask you instead. If you don't fulfill this request in due time, lose your ability to ask favors of your patron until you find a new patron, and you incur the wrath of your old one.

My patron is _____

DREAD SORcery

You can wield the Art, the ability to bend the universe with your will.

When you wield your implement, speak words of power, and lie to the universe, choose one of the following effects and roll +mind. On a 10+, the effect takes place fully and as you intend it, your will is made manifest.

Pyromancy - Deal 3 [area] damage to a target within [close] or [far] range. You choose the form of your pyromancy, whether it's paper charms, writhing bolts of fire, floating blades, or lightning. It's more intense than any Art you cast with your implement and doesn't require reagents.

Bind Shade - You pull a shade (a deceased soul) or creature from the void into contact with you, enough to speak with it. It could be a specific person, or generic. It is bound to answer one question truthfully, then the connection dissipates if it so wishes.

Red Word- You curse a target that you can see, dooming it. At any point, by merely willing it, you can consume this curse to deal 2 damage to this target, not preventable or reducible in any way. This curse ends only when the target dies, you rest, or you willfully remove it. You may curse a target any number of times, and they are aware of its nature.

On a 7-9, your Art is successful, but (choose 1:)

- You are fully exposed to harm, danger, or retribution
- You can't speak that particular Art again until you rest
- Take -1 ongoing to use your Dread Sorcery until you rest

On a miss, your art writhes catastrophically. It fails, and in addition to other consequences, choose 1: You take 1[ap] damage from the backlash, or deal 1[ap] damage to an ally in range from the backlash.

MANTRA OF KAON, THE GREEDY

When you spend a power die to channel flame, you can choose to roll a d6. On a 5+, take the die as a new power die. If it is a 1-4, give it to the GM as a break die.

GEOMANCY

When you have time (a respite or rest) and materials (alchemical substances, tallow, animal parts, charms), you can perform a dark ritual. Describe what kind of ritual you are performing to the GM. You could do any sort of ritual within the realm of reason - from summoning a dark creature, to resurrecting the dead, to spying remotely, to changing the weather (it still has to be ritual-like in nature).

It'll always work, but the GM will tell you one to four of the following you need to do to get it accomplished.

- You and your group will risk danger from _____
- It's going to take significant time (hours, days, weeks)
- It's going to cost more in materials and money than expected
- You'll need to _____ first
- You'll have to give up _____ to do it
- You need help from _____.
- You can't fully accomplish it - only a lesser, more unreliable version

ADVANCED MOVES

★ STRENGTHENED BINDING

When you bind a shade, if there are materials (ash, clay, or dead flesh) nearby, you can additionally bind it into the shape of a steed or a servant (choose) after or before you ask it your question. The servant shade is bound to follow your commands unthinkingly. It can carry items and perform simple tasks, but cannot fight. The steed will never tire and can at your option fly or swim. It collapses and is destroyed when you rest. You can have any number of shades, but while you have a bound shade, take -1 ongoing to Dread Sorcery rolls.

▷ ADVANCE: SMOTHER FLAME

When you or an ally slay at least one enemy with Reach Heaven Through Violence, or Dread Sorcery, you can instantly bind that enemy's soul as if you'd just successfully cast Bind Shade.

▷ ADVANCE: SUBLIME BINDER

When you bind a shade, you can bind it into a warrior form, as long as there are materials (clay, ash, dead flesh) nearby. Warrior shades are large, strong, and will perform simple, uncomplicated tasks for you on your command. As long as you have at least one warrior shade, deal +1 damage as your shades attack alongside you. However, each time you take damage while you have at least one shade, you lose one shade.

Take -1 ongoing to Dread Sorcery rolls when you have at least one bound shade. You can have any number of shades, but if you miss a Dread Sorcery roll while you have any warrior shades, they break free and turn on you, dealing 1[ap] damage to you or nearby allies per shade, then dissipate. They will collapse and are destroyed when you take a rest.

★ SPIN WHEEL AND LAUGH AT GOD

When you grasp the Flame Immortal with your terrible will, roll +mind. On a 10+, you can completely erase the effects of something that just happened as if you had turned back time itself a few moments - damage, someone escaping your grasp, a mistake or misstep, even death. However, there are always minor unforeseen consequences - you turn things back slightly too far, or the result is slightly warped in some way.

On a 7-9, these consequences are major instead of minor. On a miss, these consequences are even worse.

You may use this move a number of times equal to your +mind between rests.

★ DEVOURING FLAME

When you fell at least one enemy with your pyromancy, you can draw on their dissipating soul flame to gain 2 stamina or heal 1 wound. This stamina cannot put you above your maximum.

★ OVERCHARGE

When you roll a 10+ on your Dread Sorcery, you can take a downside from the 7-9 list. If you do, your sorcery's targets are doubled.

★ CUT THE UNIVERSE

When you want to cut a fiery path of nothing and transport you and your group across the universe instantly, name a location and roll +mind. If you haven't seen the location you wish to cut to, make a clumsy roll.

On a 10+, you come out where you intended, or somewhere close by. On a 7-9, you come out roughly where you intended, but in somewhere very inconvenient (in the middle of enemies, far from where you need to be). When you miss this move, there is a mishap - the GM decides where everyone ends up (and how unscathed they are).

This Art, often called Division, is extremely rare and coveted by the rulers of the universe. Tell your GM how you came across it.

★ KAON'S GREEDY WORD

When you speak a Red Word, you can step on the target's shadow (if they have one). If you do, they are [crippled] in an area of your choosing. Additionally, they can't move from their spot until your foot is moved.

▷ ADVANCE: BLOODY WORD

When you use your Red Word successfully on a target, you can gain the [stunned] tag to cripple it with fear or disorient it with pain, and cause it to also gain the [stunned] tag as long as you yourself have this tag. It is struck with terrifying visions of its own demise.

These [stunned] tags end when you or your target take damage, or someone takes action to assist you or your target as normal.

★ PHOENIX BLADE

If you so choose, you can choose to have your Pyromancy deal 4 instead of 3 damage. However, you now suffer (or an ally suffers) 1[ap] backlash damage on a 7-9, and 2[ap] backlash damage on a miss.

★ ERUDITE

Choose two areas of study, as if they were a title of a book. (Example: Angels and the Pact, Daemonica Maleficum: The Orders and Features of Daemons). You are a master of these subjects as long as you study them, and can charge 2 wealth per rest for your services in tutoring and advice, as long as there's work in the area.

In addition, when you roll a 10+ on Query the Cosmos about these areas of study, you make a breakthrough in your field, and you can tell the GM a new piece of useful information, hitherto undiscovered, about your subject area. The GM must accept this new information as fact, but can add to it in any way they wish.

You can change subjects that you are studying when you rest, but may only have two at a time that you can devote your full attention to and gain the benefits of this move.

★ A HOUSE REMOVED

You cut a small part of the Wheel (the universe) off for yourself. Your House is a medium sized structure floating in an empty void. Detail it to your GM. While inside you can't use your Dread Sorcery, but you can shape ambient features of the House by willing them into existence. Any modifications to your House can be made by you only and remain even if you leave it.

To open a door to your House, you need time and safety, a door, door frame, or portal-like structure (existing or self-constructed), and a key, which you forge (3 wealth, rare and dangerous materials). You can re-use the key and the door frame, and open a door to the house from any door in the universe, as long as you have the key.

Only targets that have the key or your permission can open a door to the House. Once inside, you can close and seal the door at your option. You can only leave your House from the same door you entered it through. However, you can also name a location which you have visited (for example, the glassblower's guild) and you can open a door from the House to another (real) door somewhere in the rough vicinity of that location. How precise it is and where you open that door is up to the GM.

Once you personally leave the House for a minute, the entrance disappears, trapping anyone left there within. You can only access your House twice between rests.

THE HUNTER

NAME _____

LEVEL _____

XP _____

DAMAGE



Starts at (2)

POWER



LOOK

ARMOR



Current

Max

BONDS

I met _____ on a contract once, though they didn't know it at the time.

_____ will slow me down if I need to get out quickly.

_____ was one of my targets once, though they may not be aware of it.

BURNING WILL

GOAL _____

STAMINA

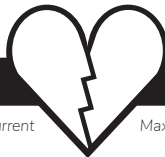


Current

Max (3+Breath)

FLAW _____

WOUNDS



Current

Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Reflex is the most important for you, followed by Mind.

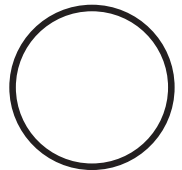
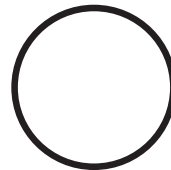
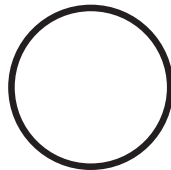
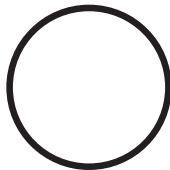
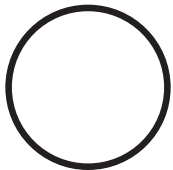
BODY

REFLEX

HEAT

BREATH

MIND



PROFICIENCY

Light armor. Knives. Choose 4: chain, flying blade, empty hand, claw, gun, needle, bow

RACE

★ DEVIL

You are invisible in areas of deep shadow or darkness. Targets cannot see you unless you directly attack them.

★ ANGEL

You are an outcast angel, a rogue agent on the path of Petals, reviled by other angels. Your lightning speed allows you to never be caught off guard or surprised, no matter the circumstance.

★ HUMAN

Gain the Great Gun proficiency and one other of your choice.

★ SERVANT

You have connections to guild contracts. Whenever you accept a contract from the criminal underworld, you can demand double the wealth.

STARTING GEAR

Choose any:

Ascetic Clothing. Gear (warrior's or traveler's). A religious symbol. Two vials of potent poison. A writ or contract for someone's life (detail). A dark cloak. A letter from your Shadow Arts school (detail). A brace of knives, and another weapon you are proficient with.



INVENTORY

Horizontal lines for inventory tracking.

MANTRA OF OVIS, THE EMPTY ONE

Name a character or location. If you spend a power die, at some point before you next rest, you can tell the GM that you're there, very close to that character or location, silently observing from a hidden perch. You can't tell anyone how you got there, not even your GM - for that would be to reveal the Shadow Arts.

CLOSE EYES AND STILL HEARTS

When you attempt to undertake a journey where you must infiltrate, deceive, or pass undetected through your enemies in order to accomplish a specific goal except killing (eavesdrop for information, scout the area, poison the water supply, pass off a secret message, reach a target to assassinate, etc), name the goal, then roll +reflex.

On a 10+, you pass undetected, accomplishing your goal as you choose.

On a 7-9, the GM chooses 1 from the list below. You pass undetected and accomplish your goal, BUT:

- You have to dispatch someone unnecessary to stay concealed
-You take more time or effort than normal
-You leave marks of your passing
-You have to leave something behind or give something away
-You give away someone else's position

On a miss, you are detected, and choose 1 from the list above

PRACTICED KILLER

All your weapons gain the [hidden] tag (large weapons fold) after you spend a rest tinkering with them. After you tinker with them in this way, only you can wield them effectively (everyone else makes a clumsy roll and NPCs can't use them).

SHADOW ARTS

You are a student of one of several esoteric schools of shadow arts: deadly, hidden, and elite institutions dedicated to refining one aspect of the art of killing.

Choose one of the following:

-Viper School: You gain special poison you can apply to ammunition or a weapon. The first attack you make after a rest or respite gains the [ap], [brutal], and [lingering] tags.

-Fox School: You can perfectly impersonate any voice or sound that you have heard. You can remember three voices and any number of sounds.

-Spider School: When your hands and feet are bare, you can cling to and climb vertical and overhanging surfaces at full speed, even if the surface is sheer or smooth.

-Bat School: In dim light or darkness, you can glide through the air. You cannot gain altitude, though you lose it very slowly.

-Lizard School: You can hide instantaneously. As long as you remain still, you are impossible to distinguish from any background. This effect will not work if someone was already aware of or looking at you.

-Centipede School: You can perform feats of manual dexterity with any part of your body, not just your hands or other primary limbs. You may also wield weapons effectively in this way.

I am a student of the _____ school.

ADVANCED MOVES

☆ SYNCHRONIZE ATUM

When you know the face and name of a target, you can roll +mind to link your heartbeat with theirs.

On a 10+, you create a link, which you can use to determine the approximate location, surface thoughts, and emotional state of your target, no matter the distance.

On a 7-9, you create the same link, but your target is aware of your use of it, and can sense the same things about you (with a much weaker effect).

On a miss, you link with the target, but only they can sense information about you (and not the other way around).

You can only synchronize Atum with one target at a time, and it fades after a rest.

☆ SILVER BLADES OF OVIS

When dealing damage to a target unaware of your presence, your attacks deal +1 damage and gain the [ap] tag.

▷ ADVANCE: OVIS' FIVE-WAY SWORD

When dealing damage to a target unaware of your presence, your attack gains [brutal] and gives your target the [crippled] and [reeling] tags.

☆ SENSE ATUM

You can sense the rough direction, emotional state, and physical health of living beings up to [far] range of your current location by taking a moment to [focus] and sensing their Atum. This ability extends through walls, floors, and earth, but nothing made of metal. This effect becomes clearer the closer the targets are to you - targets at [close] range will leave much clearer impressions than targets at [far] range, which will be muddled.

☆ INTENSIVE STUDY

Gain another basic School's technique. You can take this move more than once.

☆ VANISH WITHOUT TRACE

When you're in too deep and need to escape, roll +reflex. On a 10+ you find an escape route and get out without a trace. On a 7-9, you get out, but take something unwanted with you (a wound, pursuers) or lose something important (your weapon, information). You can take a single person with you as you leave.

☆ MOTH SCHOOL TECHNIQUE

When you roll a 10+ on an agility move, you can give the [reeling] tag to any enemies you pass through. You weigh almost nothing if you choose to, and never take damage from falling. You can walk on water and jump off impossible surfaces, such as a sword blade.

☆ PREDATOR WASP SCHOOL TECHNIQUE

When you touch a target, willing or not, you can brand them with a small mark that allows you to see through their eyes by gaining [focus]. They are unaware of this mark or ability. The mark fades after you rest, and you can only have one active at a time. In addition, you can consume this mark to [focus] and directly control your targets' movements for a few short moments. Your target's movements are imprecise and jerky, and they are aware of the control.

☆ PANTHER SCHOOL TECHNIQUE

Empower Close Eyes and Still Hearts when you have sufficient time to survey your target or location. Additionally, you don't make noise unless you choose to, no matter what you're doing.

☆ TOAD SCHOOL TECHNIQUE

You are a flesh crafter. You keep 2 extra small biological weapons hidden in your body. These could be as nefarious as poison spittle, bone spikes, or insects bred in your flesh. When you deal damage, you can expend a weapon as a one-time use to give your attack [messy] and deal +2 damage. They regenerate when you rest.

☆ WOLF SCHOOL TECHNIQUE

Choose an ally to be your pack brother or sister. When you make the aid move and target your back brother or sister, you can choose to get a 7-9 result without rolling. Additionally, when your pack brother or sister misses a roll and you're within [close] range, you can get +1 forward to attempt the same task.

☆ SCORPION SCHOOL TECHNIQUE

If you have time and materials to prepare an area, you can lay traps, tripwires, and prepare your weapons. Roll +mnd. On a 10+, hold 4. On a 7-9, hold 2. While fighting in the prepared area, you can spend your hold 1 for 1 for the following benefits (can choose the same option more than once):

- Trip or ensnare a target, giving them [reeling]
- Deal your damage as [area][forceful][messy]
- Give a target the [crippled] tag
- Ignore the [huge] and [group] tags on your next source of damage

THE LAW

NAME _____

LEVEL _____

XP _____

DAMAGE



Starts at (2)

ARMOR



Current

Max

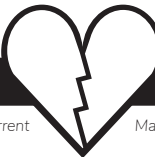
STAMINA



Current

Max (3+Breath)

WOUNDS



Current

Max (3)

POWER



BONDS

_____ helped me out of a tough situation before.

_____ seems unstable and perhaps dangerous. I'll keep an eye on them.

I arrested _____ for _____ before.

LOOK

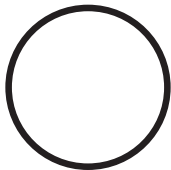
BURNING WILL

GOAL _____

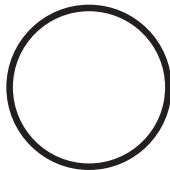
FLAW _____

Assign as you wish: +2, +1, +1, +0, -1. Breath and Heat are important for you.

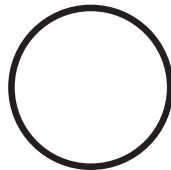
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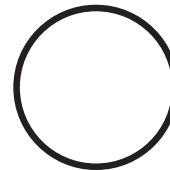
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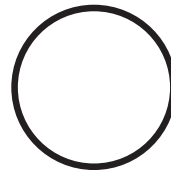
HEAT



BREATH



MIND



STARTING MOVES

MANTRA OF HET, THE WATCHFUL

You follow the Old Law, a complex, quasi-religious system of iron-clad laws that governed the old world of the gods. The particulars of the Old Law are many, but generally you concern yourself with these three tenets (fill out the last two).

- Killing of innocents is forbidden
- The act of _____ is punishable by _____
- Trespassing on _____ is strictly forbidden

When someone breaks these laws, they are guilty.

When you have suspicion of a target's guilt, no matter where or who they are, as long as you spend a power die and declare the wrath of the old law upon their heads, you gain a supernatural dedication to hunting them down. At some point before your next rest, your target will always be within your grasp, willingly or not (though they don't have to be unarmed nor alone!)

JUGGERNAUT

Armor and weapons lose the [unwieldy] tag for you.

WIELD THE OLD LAW

When you give an order to an NPC, roll +heat. On a 7 or up, your target has to either do what you say, flee, or attack you. On a 10+, you can empower your next roll against them, and on a miss, they do what they like and your next roll against them is broken.

WATCHMAN'S EYE

When you make a **Pry Secrets** roll, you can additionally ask the following questions on a 7+:

- What kind of crime has been committed here?
- Is this person guilty of breaking the Old Law?

RACE

★ ANGEL

If you're not wearing armor, you count as having 2 armor.

★ HUMAN

At any time, you can ask the GM "Where's the center of scum and villainy here?", and the GM will tell you exactly where, no matter how hidden.

★ SERVANT

When you **ply the market**, if you requisition goods in the name of the local authority, you can spend the authority's wealth instead of your own.

WEALTH



PROFICIENCY

Light, Medium, and Heavy Armor. You are proficient with staves, and 2 of the following: Empty hand, pankration, blade, spear, bow, gun, great gun

STARTING GEAR

Choose any:

Medium Armor worth 2 armor - detail. (Choose: plain, fine) clothing. A uniform (detail). A writ or badge of office, and a mark of authority from Throne. Gear (Warriors or Urbanite's). A thick stave or staff for keeping the peace, and one other weapon. Coinage from local authorities and an assortment of small items (detail) worth 2 wealth.

INVENTORY

ADVANCED MOVES

☆ FIERCE HORSE SOUL

When you are in sight of a guilty target, you gain the [unstoppable] tag and all Agility moves you make are empowered.

☆ UNLIMITED CHARIOT

When a physical obstacle or obstruction bars your way, roll +breath. On a 10+, you smash through it, bypass it, or gain you and your group easy passage through it. On a 7-9, you gain passage, but take significantly more time and attract unwanted attention. On a 2-6, you take more time and attract unwanted attention, but you still can't get by.

This obstruction can be any size or composition (a mountain, for example), but it may take proportionally more time to get through.

☆ BURNING FINGER

When you strike at a guilty target's vital life force, make a +breath roll. You must be in [hand] range to use this move. On a 10+ the target is in crippling pain and [stunned]. When they recover from being stunned, they are [crippled] in one body part of your choice until they can rest. On a 7-9, they are [crippled] and [reeling] for a short duration, and you expose yourself to retribution before your strike hits. If you miss, your target safely escapes your reach and leaves you [reeling].

At the GM's option, if your target is a devil or angel and sufficiently weakened you can banish it to the void with this move, removing it from the physical world.

☆ BODY FORTRESS

Increase your armor by +1

☆ BURNING EMBLEM

Name an source from which you draw your authority (a king, a queen, a guild, an organization, a brotherhood or sisterhood). When you raise the emblem of your authority high, those present will always pause and listen to you, even if they are your enemy.

If your authority holds sway over them, you can command them as if you rolled a 7+ on Wield the Old Law, with no roll required. In addition, your emblem always counts as leverage for the Bend Will move.

☆ HET TRANSFORMS INTO A PILLAR OF BASALT

When you keep keen watch on an person or object, roll +breath. On a 7+, gain [focus] and your attacks gain [forceful] as long as you remain within reach of that ally or object. On a 10+ you take -1 damage from all sources as long as you remain in this stance.

If you fail to stay close to the nominated person or object for any reason, you lose this stance, and must make the roll again to regain it.

☆ EXCUSE ME, CITIZEN

When you meet someone that falls under your jurisdiction, make a clumsy roll. On a 7+, they are guilty of some minor transgression, and you may use your authority to do one of the following, which they must follow to the best of their ability (though what they do afterwards is up to them):

- Requisition something they are holding, wearing, or driving
- Get them out of the way or get them to stay with you
- Get them to deliver a message, item, or package for you
- Get them to take you to a specific location they know about

On a 10+, you can do any or all of the above. On a miss, they publicly spurn your authority, and you lose the use of this move until you rest.

☆ WE SHALL MAKE AN ANVIL OF THEIR SKULLS, AND MY HEART SHALL BE THE FORGE

When you deal damage, choose any ally. Their next attack against the same target deals +1 damage and gives the target [crippled] if it hits.

☆ BRANDING WORDS

When you roll a 7+ on a Wield the Old Law roll, you can give a simple one word command that your target must follow before deciding whether to do what you say, flee, or attack you. They carry it out to the best of their ability, and won't do anything directly self harmful.

▷ ADVANCE: IRON WORDS

On a successful Wield the Old Law roll, the target is branded supernaturally and takes 2[ap] damage the next time they approach you without your permission or try to harm you. They are aware that they will take this damage if they are sentient.

☆ FAMOUS IRON SOUL

The armor value of any armor you wear becomes at least 3, and repairs cost nothing. In addition, your armor becomes such a part of you that you can rely on it for supernatural feats. Once between rests you can use your current armor as a bonus on any roll instead of the regular statistic.

☆ WALLS SURROUND, HET PLANTS HER STAFF IN THE HALL

You can no longer fail an aid move, but treat the 2-6 result as a 7-9 instead. In addition, get an additional 1 hold when you make the aid move.

THE MASTER

NAME _____

LEVEL _____

XP _____

DAMAGE



Starts at (2)

POWER



LOOK

ARMOR



Current

Max

BONDS

_____ has prospered under my tutelage so far.

_____ was my former student, but stupidly left.

_____ could really make something of themselves if I teach them.

BURNING WILL

GOAL _____

FLAW _____

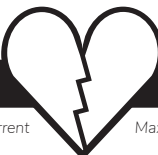
STAMINA



Current

Max (3+Breath)

WOUNDS



Current

Max (2)

Assign as you wish: +2, +1, +1, +0, -1. Mind is the most important for you, followed by Breath.

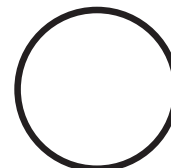
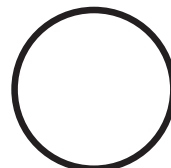
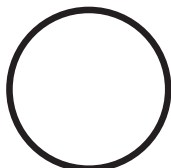
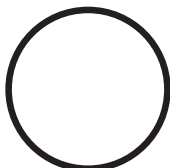
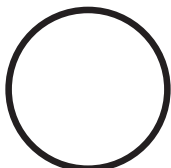
BODY

REFLEX

HEAT

BREATH

MIND



STARTING MOVES

MANTRA OF HANSA, THE WISE

You are part of a well respected school of scholarly, martial, and artistic pursuits. You are highly skilled and respected for your mastery of martial arts, and also one of the following (you can make up your own but settle it with the GM first): cooking, chess, tea, painting, poetry, writing, calligraphy.

Whenever you would suffer from any action (other than your own) that would humiliate you, demean you, or impinge on your personal reputation or that of your school's, you may spend a power die to tell the GM how it goes badly for the fool that dared to cross you. The GM must accept whatever fate you establish!

My skill is _____

UNDER MY TUTELAGE

Choose another character to be your student. A number of times equal to 1 +your mind between rests, when you give that character advice on a course of action, they can take +1 when acting on your advice.

_____ is my student.

HARD BITTEN

Increase your armor by 1.

DRAGON GAZES IN MIRROR

When you need the answer to a question, you can spend time meditating on it. The GM will give you an honest answer without requiring you to roll, but phrase it in a way that is obscure or allegorical.

RACE

DEVIL

When using Dragon Gazes in Mirror you can instead commune with the Black Flame. The Flame will give you a much clearer and more concise answer, but attracts disaster to you.

ANGEL

When using Query the Cosmos about a historical event, if you roll a 7+, you were there, no matter how long ago.

HUMAN

Your reputation is such that you will never be refused lodging and assistance, though its nature is up the GM.

SERVANT

Your school of martial arts sends you what resources or information they can muster for your mission at the beginning of each play session, worth 1 wealth.

WEALTH

PROFICIENCY

Choose 4: Empty hand, pankration, blade, implement, stave, spear, great weapon, bow, gun, great bow

STARTING GEAR

Choose any:

A weapon which you are proficient in, accoutrements and coinage worth 2 wealth, (Choose 1: plain, fine, ascetic) clothing, tools of an art you are proficient in (detail - painting, calligraphy, etc), a game set of your choice, gear (traveling, urbane's, peasant's, nobles)

INVENTORY

ADVANCED MOVES

☆ SWAT AT FLIES

When you would take damage from a source (an attacker, an obstacle, a weapon, a projectile) **roughly the same size or smaller than yourself** and you have a hand free, you can deflect it effortlessly, reducing the damage to 0.

You can use this move a number of times between rests equal to your +mnd, but you must choose to use it before the GM tells you the damage you take.

▷ ADVANCE: DEEP ROOTED DRAGON

Gain +1 use of Swat at Flies. In addition, you can ignore the size restrictions of the Swat at Flies move - you can strike aside blows from even colossal beings, or house-sized boulders if you so choose.

▷ ADVANCE: SUBLIME PARRY

When you Swat at Flies roll +mnd. On a 7+, you can throw or deflect the attack back to any enemy in range, dealing 1[ap] damage. If you roll a 10+, however, you deal the same damage back as the attack that came at you - for example, if the damage was 4, you deal 4 damage back.

☆ SIXTH DRAGON INTERNAL TECHNIQUE

As long as you have time in the morning each day to exercise, perform calisthenics, and align your internal force, gain [unstoppable] as long as you are conscious. You cannot be unwillingly grappled, restrained, disarmed, or touched. You can conceal this fact if you so wish (for example, pretending to be restrained).

☆ LONG PATH UP THE MOUNTAIN

Choose a specific goal for your student or students in the form of a sentence that starts with "This session, I require my (idiotic/foolish/naive) student(s) to ____"

When your student or students accomplishes this goal, you and your student(s) may gain 1 power die.

☆ DRAGON SCALE TECHNIQUE

You take -1 damage from any source long as you have a hand free and are aware of it. You don't get this damage reduction against damage from a source you can't see, are not aware of, or if you don't have a free hand.

To use this move, you must perform calisthenics when you rest to align your internal force. If you can't perform them, lose the use of this move until you can.

☆ DRAGON STRETCHES TAIL

When you make the defend move and get a 7+, you may choose a target in range. You mark that target for humiliation, giving them the [reeling] tag. The next ally who attacks that target can empower their roll.

☆ GREAT MASTER

When you roll a 10+, your student can take +1 forward to attempt the same task. When your student misses, you can take +1 forward to attempt the same task.

▷ ADVANCE: GRAND MASTER

Choose another student. You can give each of your students advice a number of times equal to your +mind between rests, independently.

☆ WIDE REPUTATION

Your mastery in your non-martial arts field (such as cooking, chess, tea, etc) demands incredible respect. You can gain a power die whenever you defeat someone in this skill. If that person was also a master, you can also mark experience.

☆ DRAGON SWALLOW THE MOUNTAIN

When you align your internal force and put yourself in harm's way, you can completely negate any source of damage within [close] range. You can use this technique once again before you rest. If you attempt to use it a third time or more between rests, immediately make a defy fate roll. The damage will still be negated if you fail this roll.

☆ MOUNTAIN ROOTING STEP

When you plant your feet and breathe in, you can take the Mountain Dragon stance. In this stance, you cannot move, but nor can you be moved from your spot by any force save divine intervention. While in this stance your physical force multiplies tenfold. Gain the [huge][unstoppable] and [focus] tags, but you cannot take any action that requires you to move your feet.

You can carry many times your body weight in this stance if required, and resist forces that would crush a normal person, such as the weight of a boulder, or the foot of a giant. The stance will break if you move from your spot, but you can take it again at will.

THE REFINED

NAME _____

LEVEL _____

XP _____

DAMAGE



Starts at (2)

POWER



LOOK

ARMOR



Current

Max

BONDS

_____ once served at my whim.

_____ is staining me with their presence.

_____ is a person of note, I should keep them around me and cultivate them.

BURNING WILL

GOAL _____

FLAW _____

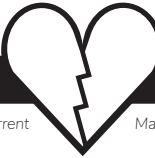
STAMINA



Current

Max (3+Breath)

WOUNDS



Current

Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Heat is the most useful for you, followed by Mind.

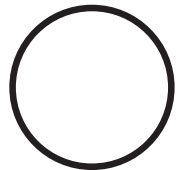
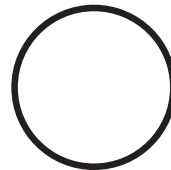
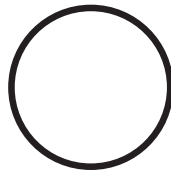
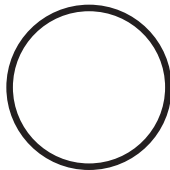
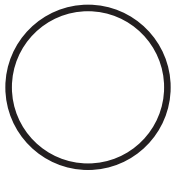
BODY

REFLEX

HEAT

BREATH

MIND



PROFICIENCY

Proficiencies: Your own fine clothing (see below), Implements, and choose 3: empty hand, spear, blade, needle, bow, gun, flying blade, knife

RACE

★ **DEVIL**

When someone you meet is frightened of you, empower your next Bend Will roll against them.

★ **HUMAN**

When someone you meet is attracted to you, empower your next Bend Will roll against them.

★ **SERVANT**

When someone you meet is jealous of you, empower your next Bend Will roll against them

STARTING GEAR

Choose any:

Fine clothing (detail), accessories (choose 1 or all: hairpins, jewelry, eyeglasses, a cigarette case, other luxuries), an implement for your Art (choose 1: a sword, a mirror, a ley-stone, bells, or something else), writing materials, a musical instrument, Noble's gear (detail), coinage and luxury items worth 4 wealth, the services of a manservant, handmaiden, or slave (see services) free of charge



INVENTORY

PACT

Your power and prestige comes from a pact or agreement with a patron. Choose 1 and detail: (A devil, a master, a powerful ruler). While your patron is happy with your exploits, you can comfortably ask them for a favor at the beginning of each session, which they will always grant you. If they are unhappy or not confident in your exploits, they'll ask you instead. If you don't fulfill this request in due time, lose your ability to ask favors of your patron until you find a new patron, and you incur the wrath of your old one.

My patron is _____

DREAD SOCRERY

You can wield the Art, the ability to bend the universe with your will.

When you wield your implement, speak words of power, and lie to the universe, choose one of the following effects and roll +mind. On a 10+, the effect takes place fully and as you intend it, your will is made manifest.

Pyromancy - Deal 3 [area] damage to a target within [close] or [far] range. You choose the form of your pyromancy, whether it's paper charms, writhing bolts of fire, floating blades, or lightning. It's more intense than any Art you cast with your implement and doesn't require reagents.

Bind Shade - You pull a shade (a deceased soul) or creature from the void into contact with you, enough to speak with it. It could be a specific person, or generic. It is bound to answer one question truthfully, then the connection dissipates if it so wishes.

Red Word- You curse a target that you can see, dooming it. At any point, by merely willing it, you can consume this curse to deal 2 damage to this target, not preventable or reducible in any way. This curse ends only when the target dies, you rest, or you willfully remove it. You may curse a target any number of times, and they are aware of its nature.

On a 7-9, your Art is successful, but (choose 1:)

- You are fully exposed to harm, danger, or retribution
- You can't speak that particular Art again until you rest
- Take -1 ongoing to use your Dread Sorcery until you rest

On a miss, your art writhes catastrophically. It fails, and in addition to other consequences, choose 1: You take 1[ap] damage from the backlash, or deal 1[ap] damage to an ally in range from the backlash.

MANTRA OF KAON, THE GREEDY

When you spend a power die to channel flame, you can choose to roll a d6. On a 5+, take the die as a new power die. If it is a 1-4, give it to the GM as a break die.

GEOMANCY

When you have time (a respite or rest) and materials (alchemical substances, tallow, animal parts, charms), you can perform a dark ritual.

Describe what kind of ritual you are performing to the GM. You could do any sort of ritual within the realm of reason - from summoning a dark creature, to resurrecting the dead, to spying remotely, to changing the weather (it still has to be ritual-like in nature).

It'll always work, but the GM will tell you one to four of the following you need to do to get it accomplished.

- You and your group will risk danger from _____
- It's going to take significant time (hours, days, weeks)
- It's going to cost more in materials and money than expected
- You'll need to _____ first
- You'll have to give up _____ to do it
- You need help from _____.
- You can't fully accomplish it - only a lesser, more unreliable version

ADVANCED MOVES

☆ WRITHING SHADOW

When you Cast Shadows, your illusion can be both an image and a sound, and is completely convincing to all sensations except touch. In addition, you can give it a simple one sentence instruction ("greet the next person to enter"), and it can move a significantly further distance from its casting location (around 100 paces).

☆ WEAVE OF POWER

When you pull on your various (and numerous) powerful connections, name to the GM who you're calling on and roll +heat. On a 10+, hold 3. On a 7-9, hold 1. You can spend your hold 1 for 1 to call in a favor from them. A favor could be goods or weapons worth 2 wealth (not the wealth itself), passage through the king's road, an escort, dirty secrets, etc. If you miss this move, you can still choose to get hold 1, but if you do, lose the use of that connection afterwards until you can take action to regain their favor.

☆ EYE SPLITTING FEATHER

When you use your Court Sorcery to Cast Shadows, you can at your option create the exact mirror image of yourself or a willing creature within sight. This image, unlike a regular shadow, can create sound and noise, and is completely convincing to all sensations except touch. It can move 100 paces in any direction before dissipating, and either mimics your movement or follows a simple 1 sentence instruction you give it (walk up the hallway and ask for entrance). If you [focus], you can look through its eyes.

When you will it, you and the image both dissolve into smoke, and you appear in the location where the image was.

☆ FLYING SLEEVES

Your clothing becomes a deadly weapon. When wearing fine or better clothing you can also wield it as a [close][infinite][forceful] ranged weapon with the following flourish: gain the [ap] tag. You can make this attack with your sleeves, by throwing your hat, or attacking with something more bizarre such as hairpins, your own hair, or your voice.

▷ ADVANCE: ADAMANT SILK

As long as it's not filthy, fine or better clothing gives you 2 armor instead of 1, and you gain the [unstoppable] tag while wearing it.

☆ MASQUERADE

When you choose to Slip Masks and Laugh, you can change the appearances and voices of up to 3 additional willing or unwilling targets you can see.

▷ ADVANCE: THOUSAND FACES

When you choose to Slip Masks and Laugh, you can warp other aspects of your person, including your clothing, your height, your weight, and your body size, gender, and shape in addition to your face. Your statistics remain the same. You must remain the same race. If your Slip Masks and Laugh targets other people, it can alter others in the same way.

If you're impersonating someone, anyone who knows them well will be suspicious of you within reason.

☆ HOUSE OF SMOKE

When you speak mesmerizing words of power and weave the very air with your sorcerous might, roll +mind. On a 7+, you create an illusory realm around you, filling a cube around 150 paces on each side. The realm must overlap the real world. For example, if you create your realm inside a building, it must follow the same floor plan. If you create your realm in an empty field, it must be roughly flat. However, you can add extra features that don't really exist - for example, a wall where there is none, a statue, trees, a fountain, etc. These features (and the entire realm) are made of a thin smoke, and can be safely passed through as though they are not there, though they are utterly convincing to every sense except touch.

However, on a 10+, you can choose a number of features equal to your +mind. These features become real. For example, you could create an illusory staircase to the second floor where there is none, or a door where there is none. On a 2-6, the illusory realm is created, but spirals wildly out of your control into a bizarre nightmare, entrapping anyone within.

The realm lasts until after you rest, after which it dissipates (including any features you made real!)

☆ SUBLIME WARP

When you choose to Warp Shadows, you can warp something far larger (up to about the size of a large animal, or a vehicle). The same restrictions, penalties, and bonuses apply.

☆ ENSLAVE FLAME

When you roll a 10+ on Bend Will, even against a hostile target, you can choose to ensorcel them. While charmed this way, the target treats you as though they are deeply in love with you and your group as friendly acquaintances. This effect lasts until you take a respite or rest, or they are hurt by your or your group. They remember that you ensorcelled them afterwards.

☆ SUBLIME PERFORMANCE

When you perform your noble pursuit, if you so choose, it lures those that can see or hear you into a deadly trance. Those that can see or hear you, friend or foe, are [stunned] and can do nothing except pay rapt attention, breaking only if they are touched by someone else or take damage. You choose whether the effect lingers, dazing and giving them the [reeling] tag, intensifies painfully, giving them the [crippled] tag, or snaps, dealing 1[ap] damage to all who can hear or see you.

☆ DEVOURING SHADOWS

When you successfully cast shadows, at your option, you can summon a nightmare instead, formed from a target's fears, that latches onto them, unable to be removed until you rest. While the nightmare is attached, you always know the target's location, the target cannot gain the [evasive] tag, and when that target takes damage from any source, that damage cannot be reduced in any way (such as from armor, the [group] or [huge] tags)