

NAME

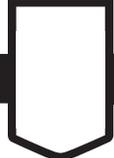
LOOK

Elf: Byakuren, Enkirash, Fenfaril, Halwyr, Lautrec, Lilliastré, Phirosalle, Quelann
Human: Aldara, Avon, Logan, Marisa, Morgan, Ovid, Rath, Vitus, Uri, Xenó, Ysolde

Styled Hair, Wild Hair, or Pointed Hat
 Worn Robes, Stylish Robes, or Strange Robes
 Pudgy Body, Creepy Body, or Thin Body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4 + CONSTITUTION

ALIGNMENT

- GOOD
Use magic to directly aid another.
- NEUTRAL
Discover something about a magical mystery.
- EVIL
Use magic to cause terror and fear.

STARTING MOVES

ARCANE LEARNING

You are a font of esoteric knowledge. When you **Spout Lore** or **Discern Realities** about something magical or otherwise arcane, on a 10+ the GM will also tell you a little-known secret about the subject.

CAST A SPELL (INT)

When you weave a spell to help solve a problem, describe it and roll +INT. Spells cast this way can never deal damage directly. On a 10+, the spell certainly helps, but choose one. On a 7-9, the spell takes effect, but the choose two:

- Your spell won't last long - you'll need to hurry to take advantage of it.
- Your spell affects either much more or much less than you wanted it to.
- Your spell has unforeseen side effects, and might draw unwanted attention.
- The casting saps your energy. You take -1 ongoing to INT until you have a few minutes to clear your head.

On a miss, something's gone horribly wrong. Your spell may well have worked, but you will regret casting it.

SPELL FOCUS

Your magical studies are centered on a particular kind of magic, an aspect of the metaphysical world from which you take inspiration. When you first learn magic, select a Focus from the list, and record it below. There is more information on Spell Foci on the attached page.

When you weave a spell that is Aligned to your Focus, your modifier to the roll can't be less than +1. When you weave a spell that is neither Aligned nor Opposed to your Focus, take -1 to the roll. You can never weave a spell if it is Opposed to your focus.

Focus: _____ Look: _____

Aligned: _____

Opposed: _____

RACE

- ELF
Whenever a magical effect happens close by, you can feel it, and tell roughly which direction and how far it is from you.
- HUMAN
When you Parley, you can always offer to cast a spell as Leverage.

BONDS

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

I have shown _____ the power of the arcane arts.

I suspect _____ fears what they do not understand.

_____ knows the secret to my powers.

Choose either Black Magic or Counterspell to start with.
 You can take the other as an Advance when you Level Up.

- BLACK MAGIC (INT)
When you weave a spell to inflict pain, choose two tags and roll +INT. If you do not pick any Range tags, the Range defaults to Hand. On a hit, deal 1d8 damage. On a 7-9, also choose 1:
- You draw unwanted attention or put someone in a spot.
 - The GM removes a non-range tag of their choice, and you deal -1 damage.
 - The casting saps your energy. You take -1 ongoing to INT until you have a few minutes to clear your head.
- Tags: Reach, Near, Debilitating (-1 damage), Elemental (choose 1), Forceful, Piercing 1, Subtle, Two Targets (-1 damage)

- COUNTERSPELL (INT)
When you counter a magical spell as it is cast, roll +INT. On a 10+, choose 2. On a 7-9, choose 1:
- The spell deals no damage.
 - The spell's effects are superficial and temporary.
 - You take +1 forward against the caster.
 - Use Black Magic against the caster immediately, even if you don't have the move. You don't need to specify a Range tag.

 THE MAGE

 LEVEL
 XP

*When a player takes the Cast a Spell move using a multiclass move, they also gain the Spell Focus move.

GEAR

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight) and an indestructible arcane treasure through which you draw power (such as a wand, crown, or book) describe it (1 weight).

Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight) and 3 healing potions

Choose your weapon:

- Dagger (hand, 1 weight)
- Staff (close, two-handed, 1 weight)

Choose one:

- One healing potion
- Three antitoxins

ADVANCED MOVES

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

ARCANE WARD

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

BATTLE MAGE

Add the following tags to the Black Magic list: *Close*, *Area (-2 damage)*, *Messy (+1d4 damage)*, *Piercing 2*. In addition, selecting a Range tag for your Black Magic does not count as one of your two tag choices.

ENCHANTER

When you have time and safety with an item in a place of power, you may weave a spell to imbue it with magical power. Describe what kind of magic you want to imbue the item with, then roll +INT. On a 10+, choose two. On a 7-9, choose one.

- The enchantment is permanent.
- The enchantment has no unknown side effects.
- The enchantment does not have a weird limitation.

On a miss, the item you made is cursed. The GM will let you know the nature of the curse, but only after it is too late.

IMPRESSIVE COUNTERSPELL

When you use Counterspell and roll a 12+, choose 3 options.

KNOW-IT-ALL

When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.

LOGICAL

When you use strict deduction to analyze your surroundings, you can Discern Realities with INT instead of WIS.

MULTICLASS DABBLER

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

PRODIGY

Select a Focus other than the one you have, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. You cannot select an element that contradicts your existing Aligned and Opposed elements.

RITUAL

When you draw on a place of power to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must ____
- The result will be a lesser version, unreliable or limited
- It will need help from ____
- It will require a lot of money
- You'll have to disenchant ____ to do it
- You and your allies will risk danger from ____

SPELLWEAVER

When you roll a 12+ on Cast a Spell, your spell defies expectations, helping above and beyond what you intended. Choose nothing from the list.

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

ARCANE ARMOR

Replaces: *Arcane Ward*

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

ARCHMAGE

Requires: *Prodigy*

Select a Focus other than the one you have or the one you selected for Prodigy, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. You cannot select an element that contradicts your existing Aligned and Opposed elements.

BEYOND LIMITATION

Select one of your Opposed elements and remove it.

ENCHANTER'S SOUL

Requires: *Enchanter*

When you have time and safety with a magic item in a place of power, you can empower that item so that the next time you use it, its effects are amplified. The GM will tell you exactly how.

HIGHLY LOGICAL

Replaces: *Logical*

When you use strict deduction to analyze your surroundings, you can Discern Realities with +INT instead of +WIS. On a 12+, you get to ask the GM any three questions, not limited by the list.

PERFECT COUNTERSPELL

Add the following to your list of Counterspell options:

- The enemy's spell affects its caster at full strength.

REFLEXIVE COUNTERSPELL

Requires: *Impressive Counterspell*

When you use Counterspell, choose one additional option, even on a 6-.

RITUAL MASTER

Requires: *Ritual*

When the GM tells you the requirements you need to perform a Ritual, you can veto one of those requirements.

SPELL MASTERY

Requires: *Spellweaver*

When you roll a 10+ on Cast a Spell, you do not need to select any options from the list. On a 7-9, choose only one option from the list.

WAR MAGE

Requires: *Battle Mage*

Add the following tags to the Black Magic list: *Far*, *Messy (+1d8 damage)*, *Piercing 3*, *Three Targets (-2 damage)*. In addition, you choose three tags instead of two.

THE MAGE'S SPELL FOCUS

THE ELEMENTS OF A SPELL FOCUS

Your Spell Focus is the crux of your Mage's power - it is that element around which their abilities gravitate, and determines what sort of magic they can use well and what sorts of magic they really... can't. Each Spell Focus is made up of a number of elements, detailed below.

FOCUS

Your Focus is the name of the brand of magic you have consigned yourself to. It is a thematic bind that ties your powers into a cohesive whole. Your Focus must always begin with the word "The," this is important for magic.

ALIGNED ELEMENTS

The Aligned elements of a focus are those that define your Mage's specialty. Each Focus has 3 Aligned options, which form an outline for what kind of spells you excel at. **Whenever you Cast a Spell**, if the spell you describe falls within one or more of your Aligned options, then the minimum bonus your roll can have is +1. This also applies to the Black Magic and Counterspell moves, when applicable.

The Mage can still cast spells that fall outside of these Aligned elements. If they do, however, they take -1 to the roll. The Mage's powers are wide and varied, but they only have practice with their Aligned elements.

PRODIGY, ARCHMAGE, AND BEYOND LIMITATION

There are three advanced moves The Mage can take that alter the nature of their Spell Focus: Prodigy, Archmage, and Beyond Limitation. Beyond Limitation's function is very simple, but Prodigy and Archmage can be a bit complicated. When you take either of these Advanced moves, you select a Focus you do not have, and add one of its Aligned elements and one of its Opposed elements to your list of Aligned and Opposed elements. In this way, you broaden your mastery of spellcasting, at the cost of narrowing the variety of magic you have at your disposal. You can never pick elements that contradict any of your existing elements - a Dragon Mage cannot take The Mask's "Using Brute Force" Opposed option, for instance.

An example: A Dragon Mage hits level 2, and decides to take the Prodigy move. She then picks any Focus other than The Dragon, and she settles on The Clock. She adds the Aligned element Adjust the Flow of Time to her list of Aligned elements, and she selects the Opposed element Manipulating Emotions. She ends up with the following Aligned and Opposed elements:

Aligned: Form of the Dragon, Create and Control Fire, Reckless Destruction, and Adjust the Flow of Time.

Opposed: Using Subtlety, Healing or Repairing, Manipulating Emotions.

If she later takes the Archmage move, she cannot pick The Clock as her third Focus - she must pick a new one.

LIST OF SPELL FOCI

Focus: The Abyss

Look: Missing Eyes, Replaced Limb, or Touch of Rot

Aligned: Conjure Horrors, Corrupt the Innocent, Transfigure Living Flesh

Opposed: Purification or Enhancement, Using Spells that Aren't Horrifying

Focus: The Clock

Look: Hourglass pupils, Impossibly Old, or Ticking Heartbeat

Aligned: Adjust the Flow of Time, Stop Aging and Movement, Erode to Dust

Opposed: Manipulate Emotions, Moving Anything Around

Focus: The Dragon

Look: Aura of Warmth, Dragon Tail, or Scaled Body

Aligned: Form of the Dragon, Burn with Fire or Passion, Reckless Destruction

Opposed: Healing or Repairing, Using Subtlety

Focus: The Forest

Look: Green Skin, Leafy Hair, or Tree-Sap Blood

Aligned: Rampant Growth, Unmake the Artificial, Commune with Nature

Opposed: Assist or Create Anything Artificial, Desecrating the Natural Order

Focus: The Horizon

Look: Immaculate Grooming, Never Touches the Ground, or No Blood

Aligned: Reveal the Way Forward, Purification, Grant Freedom or Movement

Opposed: Elemental Magics, Forcing or Restricting Movement

Focus: The Mask

Look: Eternal Smile, Poker Face, or Silver Palms

Aligned: Misdemeanors, Avoid Notice, Cunning or Elaborate Plans

Opposed: Break the Facade, Using Brute Force

LOOK

Your magical bond of power has altered you in strange and unforeseen ways. Each Focus has a set of Look options associated with it, which are a bit more unusual than most. Select one Look from the list.

OPPOSED ELEMENTS

The Opposed elements of a focus are those that define your Mage's limits. Each Focus has 2 Opposed options - one of which that prohibits you from using magic towards a certain ends, and another that prohibits you from using magic with certain methods. For example, The Dragon's Opposed elements are "Healing or Repairing" and "Using Subtlety." The former stops the Dragon Mage from ever using magic to heal or repair anything, and the second prevents the Dragon Mage from using magic in a subtle or hidden manner. The Mage can NEVER cast a spell (including Black Magic and Counterspell) if it would fall under these Opposed elements.

Focus: The Stars

Look: Galactic Hair, Speckled Skin, or Star-shaped Pupils

Aligned: Foretell Destiny, Call Across Space, Peel Back the Veil

Opposed: Earth and Stone, Hiding the Truth

Focus: The Storm

Look: Aura of Wind, Purple Skin, or Touch of Static

Aligned: Fog and Lightning, Control Wind and Rain, Move like the Wind

Opposed: Stasis and Calm, Creating Anything Solid or Permanent

Focus: The Tower

Look: Eyes of Mercury, Metal Arms, or Quicksilver Blood

Aligned: Shield From Harm, Give Strength to the Weak, Iron and Steel

Opposed: Fleeing or Escaping, Using Magic for Your Own Gain

Focus: The Twilight

Look: Inky Black Eyes, Missing Shadow, or Monochrome Body

Aligned: Dance with Shadows, Incite Terror and Panic, Shroud the Truth

Opposed: Fire and Light, Being Loud or Obvious

Focus: The Winter

Look: Aura of Cold, Blue Skin, or Touch of Frost

Aligned: Chill them to the Bone, Induce Stasis, Reveal Grim Portents

Opposed: Create or Empower Life, Showing Generosity