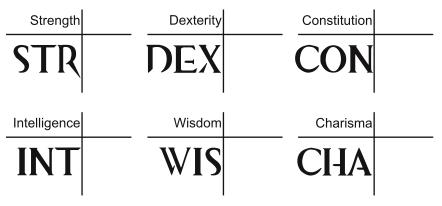


Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12(-), 9(-), 8(-1)



STARTING MOVES

ELEMENTALLY ATTUNED

You are magically attuned to an element of nature. You switch elemental attunements when the following triggers are meant. These attunements last until you meet the trigger of another attunement. — Fire: You sacrifice or risk your own well-

being for a passion or cause

— Earth: You remain steady despite incoming danger, discomfort, or pressure

— Water: Your deep compassion and

empathy inspire you to change course

— Air: You exhibit fickle nature or attempt to attack something from an unexpected angle

ELEMENTAL TELL

You have a magical tell that reveals your magical attunement. You may have eyes that glow different colors, magical essences that orbit your head, a magical glow around your hands, or something else entirely. Describe how it changes when you switch attunements.

HURL ELEMENT

When you conjure a magical attack based on your current attunement using your magical implement, describe the form it takes and roll+INT. On a hit, deal your damage. On a 7-9, choose 1:

- You expose yourself to danger
- Your magic hits an additional
- unwanted target
- Your magic is weaker than you wanted.
 Deal -1d4 damage

ELEMENTAL RITUAL

When you draw on a place of power to manipulate the four elements in harmony, tell the GM what you're trying to achieve. Elemental effects are always possible, but the GM will give you 1-4 of the following conditions:

— It's going to take days/weeks/months

- First you must ____
- You'll need help from ____
- You need to certain items
- The best you can do is a lesser version, unreliable and limited
- It is dangerous for one reason or another

DRIVE:

Knowledge: Discover something about a magical mystery

Peace: Use your magic to aid another

Ambition: Solve a problem with an overly impressive display of magic

BONDS

_____ has no respect for the magic I wield. *Trigger: you attempt to change their mind*.

I will prove to _____ that I am a reliable ally that they can count on. *Trigger: you help them in a time of need.*

_____ is trying to hold me back. Trigger: you attempt to figure out why.

_____ is keeping something from me. Trigger: you attempt to find it out.

RACE:

MOVE:

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves. Moves that specify an element are only active if that element is.

STONE FLESH (EARTH)

You have +1 armor and you are not affected by forceful.

WRITTEN IN STONE (EARTH)

When you touch the earth with a question posed, the earth will answer to the best of its knowledge.

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CLEANSING WATER (WATER)

Anyone who is healed under your care and supervision is also healed an additional +1d6 health points.

CONE OF COLD (WATER)

When you attempt to freeze a location, roll+WIS. On a 10+, exactly what you wanted is frozen. On a 7-9, you hit the important parts, but you also choose one:

— Not enough is frozen

Too much is frozen

RIDE THE LIGHTNING (AIR)

When you Defy Danger (DEX), on a 10+, your mastery of air magic lifts you up, pushes you out of danger, turns you into lightning itself, or otherwise grants you an escape. The GM will tell you one advantage this gains you, and you gain +1 forward when acting upon it.

GUST (AIR)

When you Hurl Element, you may add forceful to your attack. If you gain a positional advantage because of this, gain +1 forward when acting upon it.



EMPOWERING FLAME (FIRE)

Add +1d6 to any damage you give if you also choose to give yourself the tag, dangerous.

BURNING PRECISION (FIRE)

You can Hurl Element with STR instead of INT. If you choose to do so, you affect an additional target that you choose.

ENVIRONMENTAL PROTECTION

When you attempt to manipulate an element, roll+INT. On a hit, the element is strengthened or weakened. On a 7-9, your effect is too short, too long, or puts you in danger.

SUMMON WEAPON

When you have uninterrupted time to concentrate, about half an hour, you can attempt to form your magic into a weapon. Describe the weapon and roll+INT. On 10+, choose 3. On 7-9, choose 2. On 6-, something went wrong. Choose 1 and add the tag, dangerous, in addition to any other complications. This weapon is summoned with 3 uses and close.

— near	— +2 piercing
<u> </u>	forceful
— +1 damage	— stun

LOAD:

Max Load is equal to 7+STR

Dungeon Rations (5 uses, ration, 1 weight) Traveling clothes (1 weight, worn)

Choose your implement (the ranges apply whenever you Hurl Element):

Elementalist Staff (1 weight, near, far)

Focus and Scepter (1 weight, close, near)

Pair of ceremonial daggers (1 weight, hand, close)

Your implement is a powerful weapon when you channel magic through it, but it is nearly harmless when separated from you (and so are you).

Choose two:

2 healing potions (0 weight)

Bag of Books (5 uses, 2 weight)

3 Antitoxin (0 weight) and 2 Poultices & Herbs (0 weight)

When you gain a level from 6-10, you may choose from these moves. Moves that specify an element are only active if that element is.

ARMOR OF EARTH (EARTH)

Requires: Stone Flesh

When you defend, you can negate all the damage instead of just half.

GEOMANCER'S TRAINING (EARTH)

You can mold and shape the earth to your will. When you declare your intent to do so, the GM will tell you how long it will take, how taxing it will be on you, and what complications you can expect.



AQUAMANCER'S TRAINING (WATER)

Replaces: Cleansing Water

Anyone who is healed under your care and supervision is also healed an additional +1d10 health points.

FROST AURA (WATER)

Requires: Cone of Cold

When you attempt to freeze an area, you can also choose to deal your damage to anyone caught in the cold without proper protection.

BOLT TO THE HEART (AIR)

Whenever you deal damage to a foe who could have sworn you were somewhere completely different, you deal your max damage ignoring armor.

AEROMANCER'S TRAINING (AIR)

Requires: Ride the Lightning

When you Defy Danger (DEX), on a 10+, your mastery of air magic lifts you up, pushes you out of danger, turns you into lightning itself, or otherwise grants you an escape. The GM will tell you one advantage this gains you, and you and all allies gain +1 forward when acting upon it.

BURNING RAGE (FIRE)

Requires: Empowering Flame

When you deal damage to someone who damaged you first, your damage dice is d10.

PYROMANCER'S TRAINING (FIRE)

When you calm yourself and quell the passion within your soul, you also quell all fires that are around you. This removes your attunement until you trigger another one.

SUMMON ELEMENTAL

When you have time to concentrate and prepare, about half an hour, you can create an elemental being based on your attunement. Treat this elemental as a hireling with loyalty of 2 and 8 stats to be distributed as you see fit. You may only have one elemental at a time.

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GROUP WORK

Requires: Summon Weapon

When you summon a weapon, you also summon a copy of that

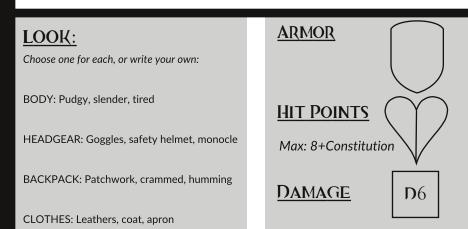
weapon for an ally.

BREWING STORM

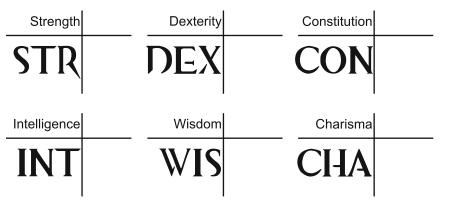
Death Move

When Death approaches and you feel your grasp of your magic slipping, you can put everything left into a storm. Use some or all of your elements to describe an incredibly powerful elemental tempest. Roaring flames, shifting earth, biting wind, torrential downpours, and more are at your disposal.

Then, point the storm in the general direction you want it to go. Everything in that direction better move, find shelter, or be okay with joining you in the afterlife, and they better pick which of those they want really quickly.



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



STARTING MOVES I

A kit is an invention or a collection of inventions with a singular theme that help you on your journeys. When you have an extended period of time, about an hour, to tinker on a kit, describe the kit you are working on, spend one use of Engineering Gear, and roll+INT. On a 10+, pick 3 bonuses and 1 downside that reflect its design. On a 7-9, pick 2 bonuses and the GM chooses 1 downside.

(Bonuses and downsides are listed on the kit page)

<u>Resourceful</u>

What most people see as junk you see as potential. When you spend a full day in a scrapyard, junkyard, or other collection of discarded gears, bolts, and wiring, you gain 1 Engineering Gear (3 uses, 1 weight) that you can use in your inventions. You may also choose to spend 3d10 coins to buy a series of random and seemingly unrelated goods at a market to receive 1 Engineer Gear in a fraction of the time.

OPERATE KIT

If no relevant move applies to your kit, when attempting to use it, roll+INT. On 10+, it works as intended. On 7-9, it works, but choose one:

- You lose 1 use
- You expose yourself to danger or attract unwanted attention

It is not as effective as you wanted

CREATE INVENTION

When you have access to a workshop full of tools, you may draft a blueprint of an invention to fill a specific purpose. If you do so, the GM will give you 1-4 of the following requirements.

- It will require a specific material
- It is going to take ____ amount of time
- You need to call on a colleague
- You will need to break down an item you own
- You need to convince local authorities that it is okay

If you decide to make due, roll+INT and -requirements. On a 10+, you did it despite what those naysayers said. On a 7-9, you did it, but the GM will give you a nasty consequence for each unfulfilled requirement.

DRIVE:

LEVEL:

Knowledge: Sacrifice your own wellbeing for science

Altruism: Use your technical knowledge to improve someone's quality of life

Ambition: Sabotage someone's efforts to best you

BONDS

______ is prime fodder for an invention I am working on. *Trigger: you attempt your invention*.

_____ does not respect my work. I will change their mind. *Trigger: you give them a reason to reconsider*.

I respect _____'s inventive mind. I will take advantage of it soon. *Trigger: you pick their mind*.

_____ has offered to help my work, but I am unsure of their potential contribution. *Trigger: you re-assess their value*.

RACE:

MOVE:

LOAD: /

Starting Kit (2 weight)

Choose your defenses:

(5 uses, 1 weight)

Choose your armament:

Choose two:

Max Load is equal to 12+STR

Dungeon Rations (5 uses, ration, 1 weight).

Leather Armor (1 armor, worn, 1 weight)

Rifle (2 weight, reload, forceful, near)

2 healing potions (0 weight)

Bag of Books (5 uses, 2 weight)

Pair of Pistols (2 weight, reload, close, 1 piercing)

Bandages (3 uses, slow, 0 weight) and Antitoxin (0 weight)

Traveling clothes (worn, 1 weight) and Adventuring Gear

Engineering Gear (3 uses, 1 weight) Pouch of bullets (3 ammo, 0 weight)

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

EYE FOR INVENTION

When you find rare, powerful, or unexpected material to tinker with, describe how you want to incorporate into your kits. As long as you have acces to this material, you have a new bonus (the GM will tell you what). The GM may also give you a downside that you are forced to take when using this material.

SIGNATURE MARKS

Whenever you Spout Lore about a mechanized item, in addition to the other results, the GM will also tell you who made it and how. Take +1 when acting upon it.

EFFICIENT KITS

Kits you create always have the Rationed Resources bonus.

HEALTH INSURANCE

When you create a kit with Medical Dispersion Field and no offensive capabilities, remove the slow tag.

IMPROVISATIONAL CREATION

You may mark off 1 use of Engineering Gear to add another bonus to your kit next time you use it. Describe how you hastily added a temporary modification to it.

AMBITIOUS CREATOR

When you create a kit, you may choose an additional bonus if you take an additional downside, but only if none of the bonuses or downsides you pick were used in your last kit.

SURVEILLANCE

You can spend a use of an Engineering Gear to create a proximity alarm (0 weight). Describe the lights and sounds it will make to alert you. If you set up one while making camp, when the Take Watch move activates, it is automatically treated as a 7-9. This destroys the alarm.

TOY TINKERER

When you spend time, an afternoon or so, selling amusing trinkets in an urban area, mark off 1 use of Engineering Gear and gain coin equal to 2d10 + CHA. In addition, people will know of your skills, for good or for ill.

ENHANCED GOGGLES

You have modified your equipment to increase your perception. When you Discern Realities, you may use INT instead of WIS.

CAREFUL NOTES

When you create a kit, you also create a blueprint for that kit. As long as you have that blueprint, you can recreate the kit by spending 1 use of Engineering Gear without rolling.

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

HEALTH ASSURANCE

Requires: Health Insurance

When your kit has the Medical Dispersion Field, it heals 2d8 or 1 debility.

MODIFIED AMMUNITION

Replaces: Improvisational Creation

You may mark off 1 use of Engineering Gear to add a kit bonus to anything the next time you use it. Describe how you hastily temporarily modified it.

MAKE DUE

You may choose, instead of marking a use, to eliminate a bonus from your kit. You may not do so if your kit only has 1 use. Rationed Resources does not count as a bonus for purposes of this move.

ADVANCED SURVEILLANCE

Replaces: Surveillance

You can spend a use of an Engineering Gear to create an advanced proximity alarm (2 uses, 0 weight). Describe how it will alert you without tipping off who activates it. If you set up one while making camp, when the Take Watch move activates, it is automatically treated as a 10+, and you mark off 1 use.

GADGETEER

Requires: Toy Tinkerer

When you create something you know will tempt someone, mark off 1 use of Engineering Gear and roll+CHA. On 10+, they really want it and will give 10d10 to buy it (or trade an appropriate item or service). On 7-9, they will bargain for it.

APPLIED FORCE

When you Spout Lore about a building, the GM will tell you how to strengthen it and how to bring it down in addition to the normal effects.

NERF THIS

When you decide to rig your kit to explode, roll+remaining uses. On a 10+, the kit will explode and deal your damage precisely when you want it to. On a 7-9, the kit will explode, but you choose one:

- Someone has to detonate it manually
- The kit will do reduced damage, subtract 1d4
- The explosion will make the area incredibly hazardous

OPTIMIZED ACTIVATION

Requires: Ambitious Creator

When you roll 12+ to Build a Kit, you double the effects of one of your bonuses. Double the effects of all your bonuses if you choose to double to the effects of your downside(s) as well.

SECOND DRAFT

Replaces: Careful Notes

When you create a kit, you also create a blueprint for that kit. As long as you have that blueprint, you can recreate the kit by spending 1 use of Engineering Gear without rolling. If you do roll, take 1 fewer Downsides but no different Bonuses.



Requires: Signature Marks

Whenever you Spout Lore on a mechanical item and get 12+, you instantly know how to make it and how to improve upon it. The GM will tell you how long it will take and how many resources it will use up.

SYSTEM ERROR

Death Move

Your body is failing and Death is close, but what you are really worried about is that somehow, something was activated. Actually, scratch that: EVERYTHING was activated.

Which would not be as big of a problem if you had not kept bits and pieces of every kit, every invention, every wiring and configuring--all of it has something left of it in your pack, lining your clothes, or adorned upon your body.

Describe what you kept of past kits and inventions and the particular type of chaos that is about to erupt. Then roll+number of kits and inventions (capped at 5).

If you get 10+, roll again but decrease your modifier by 1. If you get 10+ again, roll again but decrease the modifier by 1 again. If you get 10+ again, roll again but decrease the modifier by 1 again. Repeat this until you do not roll 10+.

Roll xd6, where x is the number of full and partial successes you had. Disperse that damage among the enemies around you as you see fit, victims of the chaos of your creations.

-Kit Creation-

BONUSES

Advanced Propulsion	Rationed resources	Shock resistant	Gas-powered
Range: near, far	+1 uses	Thrown, near	Forceful, stun
Explosive	Magical in nature	Alchemical components Element:	Proximity alert
Range: area	Ignores armor		Activates on own
Medical Dispersion Field	Overshield	Rockets and jets	Advanced optics
Slow, heal 1d8	+2 armor	+1 to Defy Danger	+1 to Discern Realities
Spinning blades and hooks	Serrated steel	Amusing lights and sounds	
<i>Messy</i>	Damage die is d8	Distracts others	

DOWNSIDES

Periodic resets Reload	Limited Resources -1 uses	Multiple levers Two-handed	Prototype Dangerous
Awkward	Loud	Nasty recoil	
1 fewer ranges	Draws unwanted attention	-1 forward after use	
1 fewer ranges	Draws unwanted attention	-1 forward after use	

Your kit naturally has 2 weight, 3 uses, and close range (if applicable). You can only make one kit at a time. Whenever your kit runs out of uses, describe how it falls apart.

KIT 1: KIT 2: Bonuses Downsides Bonuses Downsides

KIT 3: _____

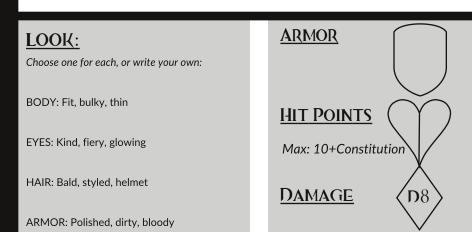
KIT 4: _____

ides Bonuse	5	Downsides

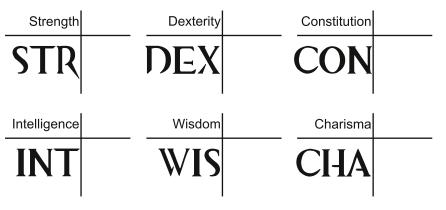
KIT 5:

KIT 6:

Bonuses	Downsides	Bonuses	Downsides



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



STARTING MOVES

DEVOUT VIRTUE

Pick a Virtue. As long as you follow its requirements, you gain the following boon.
Justice: Suffer not a crime unpunished.
Boon: When you question a defeated, captured, or willing individual, you can stare into their eyes to know if they are lying or not.

— **Resolve**: Let no innocent suffer in your presence. Boon: Whenever you heal another, you gain half the health you healed.

— **Courage**: Refuse to let those who have power abuse it. Boon: Whenever you Defend another person and choose to damage the attacker, you may add your damage dice as well.

Whenever you act contrary to your virtue, you lose the boon and the GM will give you a quest to reclaim it.

CHANGE OF HEART

When you have time to contemplate and reason for reflection, you may change your virtue. The GM may require a sacrifice from you for this if you have been acting contrary to that virtue.

ARMORED

You ignore the clumsy tag on armor you wear.

Merciful Intervention

When you touch someone, skin to skin, and call upon your magic for aid, roll+WIS. On 10+, you heal 1d8 or remove one disease. On a 7-9, they are healed, but the effect is taxing and hurts you or leaves you open to some danger.

DRIVE:

LEVEL:

Law: Improve the systems of order and justice

XP:

Retribution: Eliminate a threat to society

Resolution: Keep steadfast in your beliefs when you have reason to waiver

BONDS

_____'s misguided behavior endangers this mission! *Trigger*: you attempt to correct their behavior.

I do not know if I can trust _____ yet. Trigger: they do something that earns or loses your trust.

_____ would be a much better adventurer if they learned from me. Trigger: you attempt to teach them a ritual or technique.

______ is a brave soul, and I have much to learn from them. *Trigger: your perception of them is challenged or affirmed*.

RACE:

MOVE:

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

Moves that specify a virtue are only active if that virtue is.

	BLOODY	AEGI
_		

When you take damage, you can grit your teeth and accept the blow. If you do, you take no damage but instead suffer a debility of your choice. If you already have all six debilities, you can't use this move.

WRATH OF JUSTICE (JUSTICE)

Your weapon is engulfed in magical fire when faced with an outlaw, dealing +1d4 damage.



PURE OF VOICE

Take +1 to order hirelings.



PURE OF HEART (RESOLVE)

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

When you lead the charge into combat, those you lead take +1 forward.

STALWART DEFENDER (COURAGE)

You deal +1d4 damage when you Defend and choose to deal damage.

INSPIRED VIRTUE

When something comes to your attention that offends your virtue, gain +1 forward to solving that issue.

MAGICAL EXPERIENCE

When you Spout Lore on a magical item or phenomenon, you may roll+WIS instead of +INT.

SHIELD OF THE AVENGER

When you use your magic to shield an ally, you may roll Defend for two different targets at once, no matter the distance as long as they are within light of sight. Roll twice and use each roll for each target. Your magical shield may not do damage, and any damage done to your shield destroys it and transfers to the damage to you.

CONSECRATION

When, through ritualistic magic, you infuse a small area with magic, draw the symbol you place on the ground and roll+WIS. On a hit, your virtue's magic courses through the ground. On 10+, the ground is comforting to you, and you take +1 forward. The magic persists lasts until you dismiss it or you leave the area.

Justice: The magic is coarse and unforgiving. The ground burns those who have committed an injustice and not received punishment for it, dealing 1d6 damage ignoring armor.

Resolve: The magic is merciful. Healing done on this ground heals an additional 1d6.

Courage: The magic is protective. No one may exit or enter without your permission.

Choose one:

armor, 2 weight)

Choose your Weapon

LOAD:

Max Load is equal to 7+STR

Dungeon Rations (5 uses, ration, 1 weight)

A magical focus (0 weight, magical), describe it: Scale Armor (2 armor, worn, clumsy, 3 weight)

Hammer (close, forceful, two-handed, 2 weight)

Long Sword (close, +1 damage, 1 weight) and Shield (+1

Adventuring Gear (5 uses, 1 weight)

Dungeon Rations (5 uses, ration, 1 weight) and Healing Potion (0 weight)

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

Moves that specify a virtue are only active if that virtue is.

AMPLIFIED WRATH (JUSTICE)

Replaces: Wrath of Justice

Your weapon is engulfed in magical fire when dealing with an outlaw, dealing +1d8 damage.

STAND YOUR GROUND!

When you convince an ally to hold fast against incoming danger, you both gain +1 ongoing as long as you stay right where you are.

PURITY OF BODY

You have +2 armor while you have a boon.

EVER ONWARD

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armor forward.



MIGHT OF THE PROTECTOR (COURAGE)

Replaces: Stalwart Defender

When you Defend, you gain +1 holds, even on a miss, and if you choose to deal damage, you deal +1d8 damage.

POWER OF THE VIRTUOUS

Requires: Inspired Virtue

You may choose to take on 2 virtues instead of 1. If you lose 1 boon, though, you also lose the other.



UNQUESTIONED AUTHORITY

Replaces: Purity of Voice

Take +1 to order hirelings. When you roll a 12+, the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.



ALTRUISTIC HEALER (RESOLVE)

Replaces: Purity of Heart When you heal an ally, you heal +2d8 HP.

RETRIBUTIVE ARMOR

When you suffer a debility, even through Bloody Aegis, take +1 forward to whatever caused it.



INVIGORATED BULWARK

Replaces: Shield of the Avenger

When you use your magic to create a magical shield for an ally, you may roll Defend for two different targets at once, no matter the distance as long as they are within line of sight. Roll twice and use the higher roll for each target. Your magical shield may do damage, but any damage done to your shield destroys it and transfers the damage to you.

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FINAL STAND

Death Move

This is it. You are on the precipice of Death, and Death commands you forward, but you, driven by magic and will power, say, defiantly, "Not yet." Gain the following effect based on your virtue (if you have multiple virtues, pick one).

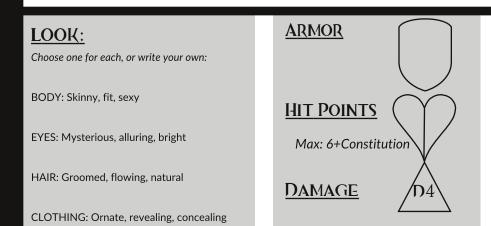
Justice: You will not go down alone. Magical flames fill cover your body and compel you forward. Your damage dice becomes a d10, and you can continue to fight until every enemy is defeated or you roll a miss, in which case your body breaks and you release flames all around you dealing your damage and ignoring armor.

Resolve: You cannot abide the thought of your allies suffering. Your magic propels all nearby enemies away and creates a protective seal around all allies negating all damage until the battle ends or an enemy finishes you off up close and personally.

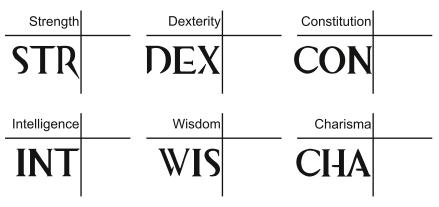
Courage: Your body explodes with magic and it covers the ground around you. The area around you, your immediate vicinity, becomes your domain. Describe how you destroy all those who intrude upon it, including the one that killed you. After the battle, you may choose to leave this plane for the next or continue to reside upon this area, judging all of those who step upon it.







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



STARTING MOVES

MIRROR IMAGE

When you create a magical illusion of yourself,

roll+CHA. On 10+, choose 2. On 7-9, choose 1.

- It matches your appearance even upon
- close inspection
- It is dangerous
- It draws as much attention as you want it to

This illusion will dissipate upon physical contact or if you make another illusion. These illusions are controlled by your thoughts, and can move around and mimic your mannerisms.

PEOPLE PERSON

When you Spout Lore about a person of interest, you may roll+CHA instead of INT. The GM might ask you, "Who told you about them?"

CREATE IMAGE

When you attempt to create a magical static image, describe the image you want to make, where you want it, and who you want to fool with it. The GM will give you 1 to 4 of the following restrictions.

- It will only fool people from a distance
- It will require constant upkeep
- ---- It will only last for a certain amount of time
- You need to prepare for a certain amount
- of time
- It will only fool people from a certain angle
- A keen observer will figure it out soon--and will tell others

DRIVE:

Chaos: Undermine a system of law & order
Tranquility: Help someone evade

an enemy

Power: Find a powerful secret

BONDS

I know a secret about _____. Trigger: they find out you know. ______ knows something about me I wish they didn't. Trigger: they threaten to reveal it.

I can trust _____ with my life. *Trigger: that trust is tested.*

_____ always knows when I lie. Trigger: they call you out.

RACE:

MOVE:

LOAD:

10 Coins

Choose your weapon

Choose your defenses

uses, 1 weight)

Max Load is equal to 6+STR

Dungeon Rations (5 uses, ration, 1 weight)

Rapier (close, precise, 1 weight)

Pistol (near, reload, 1 weight) and 3 Ammo

Leather Armor (1 armor, 1 weight, worn)

5 Throwing Daggers (hand, near, thrown, 0 weight)

Fancy clothes (1 weight, worn) and Poultices and Herbs (2

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

ILLUSION OF LIFE

Your illusions can maintain conversations with people as long as they are within eyesight. You can hear anything they can hear.

MULTI-TASK

When you use Mirror Image, you can create 2 illusions instead of 1. These illusions are identical.



EMPOWERED ILLUSIONS

When you coordinate with your illusion(s) to deal damage to a foe, deal +1d4 damage.

CAREFUL STUDY

When you observe a person carefully long enough to pick up in all their mannerisms and ways of speaking, you can magically impersonate them. If your disguise is challenged by someone, roll+CHA. On a 10+, they buy it completely. In a 7-9, they buy it, but choose one:

- ----- They will figure you out if they are allowed to continue observing you
- ---- You have to make something up to sell it
- You have to hurt an ally to sell it

<u>Keen Eye</u>

You are always aware of when someone is trying to hide their identity with a disguise. Whenever you enter a crowded room, you may ask the GM, "Who does not want their presence known?"



Whenever you sacrifice an illusion of yourself during a Defy Danger challenge, change a miss to a partial success.

DUELIST'S DISCIPLINE

When you attack a surprised, bewildered, or confused foe with a precise weapon, your weapon has +2 piercing.

MASTER OF MANIPULATION

When you Parley and your leverage is threats to reveal sensitive or private information, on a 7-9 they will do what you ask without needing concrete assurance. On a 10+, they will sweeten the deal to ensure the information is concealed.

Mental Defense

Whenever you realize someone is hiding something from you, the GM will tell you one vulnerability they accidentally revealed about themselves. Take +1 forward to acting upon it.

READ THE ROOM

When you walk through a crowded area unrecognized, you may ask one question from the Discern Realities move for free. Take +1 forward when acting on the answer.

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

<u>MISTRUST</u>

When you attempt to get an underling to lower their defenses by showing them all the great benefits of leaving their boss, roll+CHA. On a 10+, they have to take some time off to reconsider their life. On a 7-9, their doubt is only momentary, but it opens up an opportunity you or an ally can act upon. Most underlings will only be swayed by tangible or personal evidence.

GOSSIP

When you spread a nasty rumor about someone amongst those who interact with them the most, roll+CHA. On a hit, the GM will tell you what opportunity or weakness is now available to you. On a 7-9, they know it was you who started the rumor.

MENTAL ANGUISH

When you draw out what troubles someone most, roll+CHA. On a hit, they feel the need to do something about their troubles right now or wallow in depression. On a 10+, you can make a suggestion that they will regard with great respect.

DECOY

Replaces: Scapegoat

Whenever you sacrifice an illusion of yourself during a Defy Danger challenge, change a failure to a partial success or a partial success to a full success and gain +1 forward.

SHARPER IMAGES

Replaces: Empowered Illusions

When you coordinate with your illusion(s) to deal damage to a foe, you deal +1d8 damage.

MASTER OF MISDIRECTION

Replaces: Multi-task

When you use Mirror Image, you can create 3 illusions instead of 1. You may choose which illusions have which properties as if you created them individually.

MASTER FENCER

Replaces: Duelist's Discipline

When you attack a surprised, bewildered, or confused foe with a precise weapon, your weapon ignores any worn or wielded armor and has +2 piercing against all other types of armor.

ILLUSIONARY INSPIRATION

Replaces: Mental Defense

Whenever you realize someone is hiding something from you, the GM will tell you one vulnerability they accidentally revealed about themselves. Take +1 ongoing to acting upon it until they know you know it.

MIRROR ADEPT

When you Create Image, the GM tells you how many drawbacks there are and you get to pick which ones you want. The GM still gets to determine specifics.

POMPOUS MONOLOGUE

Whenever you get a foe to monologue, they reveal a vulnerability. Everyone who knows it deals +1d6 damage to them.

ONE LAST TRICK

Death Move

It is finished. Your body is dead, and it falls lifeless to the ground. You are absolutely, 100% dead and done for.

At least that is what most people think. Even most of your allies in fact. All of them are sure your story is over.

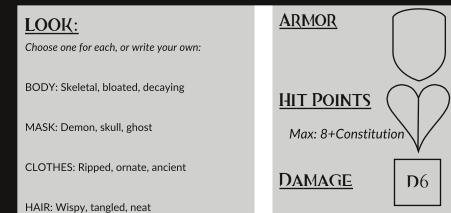
But someone is not sure. Write down a clue for a living ally, something that gives them doubt that your death was completely genuine. It could be a momentary flicker in your corpse, something that hinted it was less corporeal and more an illusion, or maybe your body was never actually found. Maybe that ally could have sworn that you were immune to that poison or you had extra plating where that blade struck you. Whatever the case, that ally is not sure of your true state.

Write down two more clues for your GM. These are clues to what has actually been happening this whole time, maybe where you have actually been or why you have gone into hiding and cannot be found. The GM will reveal these when they choose to do so, and it is only after every clue has been uncovered that anyone will really know what actually happened to you.



DRIVE:





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

Dexterity

Wisdom

Constitution

Charisma

Persistence: Live when you should have died

Terror: Give someone an experience

Catharsis: Give a good death

they will never forget

BONDS

I have a feeling ___ __ will soon face a brush with Death. Trigger: they do.

does not want me to know their greatest fear. Trigger: you attempt to figure it out.

_ is disgusted by my means, for good reason. Trigger: you affirm or challenge that view.

_ wishes to learn more about Death. Trigger: you show them.

DEATH MAGIC

STARTING MOVES

Strength

Intelligence

When you use your Necromancer magic to draw life from still living flesh (even if only barely) and you have time to draw it into a being, deal your damage and describe the flesh and bone creature you form. Give it a name, HP equal to the damage you dealt, and a nature.

- Balance the scales of life and death
- Protect its master
- Seek out magical power
- Achieve the last thing its previous being strived for

Gain +1 to any roll where your flesh monster aids you by working in its nature. This monster also has terrifying. You can only sustain one flesh monster at a time.

TERRIFY

When you attempt to scare foes with your ghastly appearance and demeanor, roll+number of terrifying tags. On a hit, 1d4 enemies freeze, run away, or attack. In addition, on a 10+, pick 2. On a 7-9, pick 1.

- You scare an additional 1d4 enemies
- Nobody decides to attack

 The effect lasts a long time **BETA** 1.0

DEATH SHROUD

When you grab onto the wake of a departing soul, you may transform into a Death Shroud until you take damage or until you decide to end it. Describe how this changes your appearance and roll+INT. On a 10+, choose 2. On a 7-9, choose 1.

- The powers of death are at your command: your damage dice becomes a d10.
- Your visage is especially creepy. Gain terrifying.
- You see what fear weighs on others. You gain +1 when you roll to make that fear happen, even when not a Death Shroud.
- The air around you is chilled. Gain the tag, cold, and enemies in your presence will not be able to run away.

RACE:

MOVE:

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

DEATH'S EMBRACE

You are a friend of Death, and Death would never take you without your consent. When you fail Last Breath, Death still bargains with you. This bargain is much worse than normal, and if you accept Death's bargain this way, the GM gains 1 hold to introduce a complication later.

TASTE OF DEATH

You may deal your damage to your flesh monster to heal yourself or an ally for the same amount of health.

CHILLING DARKNESS

When you Parley using the individual's own well-being as leverage, instead of using CHA, you may roll+terrifying tags.

FEAR OF DEATH

When you Terrify individuals, you gain +1 forward with them.



Undead will view you as a potential ally until given reason otherwise. In addition, gain +1 to Parley with any undead.

SIPHONED POWER

After you use Death Magic on a being much more powerful than you are, gain +1 forward.

DEATH PERCEPTION

You have seen a vision of your own death. Roll 1d6 to determine what you have seen.

1. Burned

4. Eaten 5. Poisoned

2. Drowned 3. Crushed

6. Decapitated

Take +1 forward to any rolls that lead you closer to this death, but the consequences are also increased.

DEATH'S GRASP

While a Death Shroud, you may reach out and extend a shrouded hand to grab enemies at near range. If you do so, roll+STR. On a hit, you bring the target toward you. On 10+, in addition, choose 1:

----- The target drops whatever they were holding

- The target is restrained
- You deal your damage

FLESH OF THE MASTER

When your flesh monster aids in a Hack & Slash or Volley roll, you may choose to add +1d6 to your damage roll instead of the +1 bonus from Death Magic. You must decide this before rolling.

MINION MASTER

You can sustain an additional flesh monster. Their bonuses do not stack.

LOAD:

Max Load is equal to 7+STR

Dungeon Rations (5 uses, ration, 1 weight)

A focus (0 weight, magical), describe it _____

3 Healing Potions, not labeled (0 weight)

3 Poisons, also not labeled (0 weight)

Clothing (1 weight)

Choose your weapon

Ritual Dagger (hand, 1 weight)

Crude Hatchet (close, 1 weight)

Scythe (reach, two-handed, terrifying, dangerous, 1 weight)

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

UNCLEAN TOOLS

When your weapon is covered in blood, it gains terrifying if it did not have it already. This lasts until the blood is cleaned off.

CONVERSE WITH THE DEAD

When you use your magic to invigorate a corpse to roughly act like it used to, roll+INT. On 10+, you may ask three questions before the magic breaks. On 7-9, you may ask two questions. This does not restore the corpse's soul even for a moment.

TAILOR APPRENTICE

When you have time and materials, you can modify any outfit to give it terrifying.

MINION OVERLORD

Replaces: Minion Master

You can sustain 3 flesh monsters. Their bonuses do not stack. In addition, you can explode your minions and deal damage equal to their health to all those around them.

ARMORED SHROUD

Any damage you receive while in a Death Shroud only forces you to leave Death Shroud and does not lower your HP.

LAST RITES

Requires: Death's Embrace

When you use your relationship with Death to influence someone's transition into the afterlife, gain +1 ongoing with any family members and friends if you were charitable and merciful, but gain +1 ongoing with any of the departed's enemies if you were vindictive and spiteful.

TRANSFUSION

Replaces: Taste of Death

You may deal your damage to your flesh monster, a willing ally, yourself, or a defenseless foe to heal yourself or an ally for the same amount of health.

GIANT FLESH MONSTER

Requires: Flesh of the Master

You may choose to roll your damage twice when using Death Magic. If you do, give your flesh monster HP equal to the sum of the dice rolls and the Huge tag.

FOOT IN THE GRAVE

Requires: Death Perception

3. A former lover

You have deduced who is responsible for your death in your vision. Roll 1d6 to determine who you saw.

- 1. A family member 4. A keeper of the law
 - 2. A royal figure 5.
 - 5. Someone you thought died
 - 6. An innkeeper

Take +1 forward to any rolls that deal with this person, but the consequences are also increased. This does not stack with Death Perception.

DEADLY STRENGTH

When you have less than half health, you deal +1d6 damage.

DEATH'S OFFER

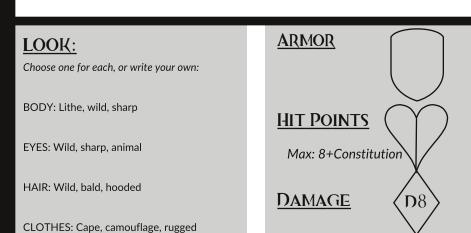
Death Move

You are finally here. Death has come to claim you and you are going to join him.

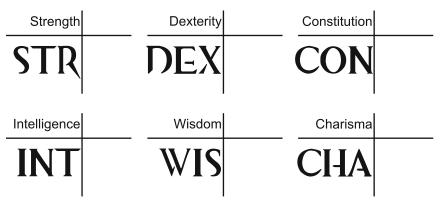
It is not so bad. Death, in truth, is happy to have someone who so clearly understands them. You are finally able to know what truly happens when a soul departs this world.

Death is so happy you accepted their invitation that they are is willing to offer you something: a death, of your choosing, and of the method of your choosing. Pick a non-player character, any non-player character, and describe how they die. Stabbed by exlovers, food poisoning at banquets, run over by a cart of horses, so on and so forth. You can make it a good death, where they die with honor, or you can choose to make the death painful, slow and indicative of how wretched of beings they truly are.

Choose whoever and however you like. Death does not care. Death is just happy to have someone to talk to.



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



STARTING MOVES

ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se, but it always acts as you wish it to. Name your animal companion: ___ - Choose a species: Wolf, Cougar, Bear, Eagle, Dog, Hawk, Cat, Owl, Raven, Moa, Boar, Jaguar - Choose a base: Ferocity +2, Cunning +1, Instinct +1, 1 Armor Ferocity +2, Cunning +2, Instinct +1, 0 Armor Ferocity +1, Cunning +2, Instinct +1, 1 Armor Ferocity +3, Cunning +1, Instinct +2, 1 Armor Choose as many strengths as its Ferocity: Fast, Burly, Huge, Calm, Adaptable, Tireless, Quick Reflexes, Camouflage, Ferocious, Intimidating, Keen Senses, Stealthy Your animal companion is trained to fight humanoids. Choose as many additional trainings as its Cunning:

Hunt, Search, Scout, Guard, Labor, Travel, Fight Monsters, Perform

— Choose as many weaknesses as its Instinct: Flighty, Savage, Slow, Broken, Frightening, Forgetful, Stubborn, Lame

BETA 1.0

HUNT & TRACK

When you follow a trail of clues left behind by passing creatures, roll+WIS. On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. On a 10+, you also choose 1:

 Gain a useful bit of information about your quarry, the GM will tell you what

Determine what caused the trail to end

OPENING STRIKE IXI

When you attack a defenseless or surprised enemy at range, you can choose to deal your damage or name your target and roll+DEX. On 10+, deal your damage and give them the following condition. On 7-9, just give them the following condition.

- Head: Stunned, they do nothing but stand and drool for a few moments.
- Arms: Disarmed, they drop anything they're holding.
- Legs: They're crippled and slow moving

DRIVE:

LEVEL:

Freedom: Break someone from literal or figurative bonds Altruism: Endanger yourself to combat an unnatural threat Conservation: Help an animal or spirit of the wild

BONDS

I have guided ___ before and they owe me for it. Trigger: you call upon this debt.

wishes to be a friend of nature, so I will be their friend as well. Trigger: they befriend or offend nature.

_ has no respect for nature, so I have no respect for them. Trigger: this view is challenged or affirmed.

_ does not understand life in the wild, so I will teach them. Trigger: you attempt to teach them.

RACE:

MOVE:

COMMAND

When you work with your animal companion on something it's trained in...

- and you attack the same target, add its ferocity to your damage
- and you track, add its cunning to your roll
- and you take damage, add its armor to vour armor
- and you Discern Realities, add its cunning to vour roll
- and you Parley, add its cunning to your roll
- and someone Interferes with you, add its instinct to their roll

LOAD:

Max Load is equal to 11+STR

Choose your armament:

Choose one:

Dungeon Rations (5 uses, ration, 1 weight)

Leather Armor (1 armor, worn, 1 weight) Bundle of Arrows (3 ammo, 1 weight)

Hunter's Bow (near, far, 1 weight) Short Sword (close, 1 weight)

Hunter's Bow (near, far, 1 weight)

Adventuring Gear (5 uses, 1 weight)

Adventuring Gear (5 uses, 1 weight)

Bundle of Arrows (3 ammo, 1 weight)

Dungeon Rations (5 uses, ration, 1 weight)

Spear (reach, 1 weight)

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

WILD EMPATHY

You can speak with and understand animals.

FAMILIAR PREY

When you Spout Lore about a monster, you use WIS instead of INT.

VIPER'S STRIKE

When you strike an enemy with two weapons at once, add an extra 1d4 damage from your off-hand strike.

CAMOUFLAGE

When you keep still in natural surroundings, enemies never spot you until you make a movement.

BEASTLY WARDEN

When you allow your animal companion to take a blow that was meant for you, the damage is negated and your animal companion's ferocity becomes 0. If its ferocity was already 0, you can't use this ability. When you have a few hours of rest with your animal, its ferocity returns to normal.

BARRAGE

When you Volley, you may spend an extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.



Choose another training for your animal companion.



FOLLOW ME

When you Undertake a Perilous Journey, you can take two roles. You make a separate roll for each.



When you set the watch for the night, everyone takes +1 to Take Watch.

SUMMON SPIRIT

When you commune with the forest and petition to it for help, it sends a magical spirit. Describe it, and choose one Basic Move to get +1 ongoing as long as you remain in the forest by the spirit and protect it.

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

WILD SPEECH

Replaces: Wild Empathy

You can speak with and understand any non-magical, non-planar creature.

HUNTER'S PREY

Replaces: Familiar Prey

When you Spout Lore about a monster, you use WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

Replaces: Viper's Strike

VIPER'S FANGS

When you strike an enemy with two weapons at once, add an extra 1d8 damage to your off-hand strike.

ZHAITAN'S BELLY

When you know your target's weakest point, your arrows have 2 piercing.

WILDERNESS SURVIVAL

Replaces: Follow Me

When you Undertake A Perilous Journey, you can take two roles. Roll twice and use the better roll for both roles.

Replaces: A Safe Place

A SAFER PLACE

When you set the watch for the night, everyone takes +1 to Take Watch. After a night in camp when you set the watch, everyone takes +1 forward.

OBSERVANT

When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the Discern Realities list for free.

UNNATURAL ALLY

Your animal companion is a monster, not an animal. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.

NATURE'S VENGEANCE

Requires: Summon Spirit The spirit trusts you enough that is willing to leave the forest and expose itself to outside dangers.

TRAPPER'S EXPERTISE

When you prepare a trap for a specific enemy, describe it and the GM will tell you what materials will be needed. Then roll+WIS. On a 10+, the enemy goes right into the trap and, if relevant, you deal your damage. On a 7-9, choose one:

- The enemy must be lured into the trap
- It is not as effective as planned. Subtract 1d4 from the damage or an equivalent effect.

SECRET CACHE

Death Move

You are facing the end, and Death approaches fast. Fortunately, just like during your life, you came prepared.

You have a last will and testament that includes a map to a cache of prized possessions. Tell the GM who you intend to send your will to. They may be a family member, a trusted ally, a mentor figure, or someone else entirely. Include in your description where they currently are residing.

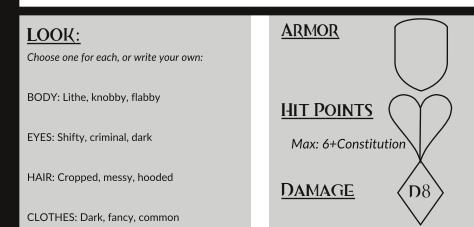
Then describe the cache, where it is and what is in there. The things there may be of great power but they must also be of great sentiment, things you wanted to be carried on when you were no longer here.

Finally, give the letter to your animal companion and also tell them your last words. Your animal companion will take it from there.

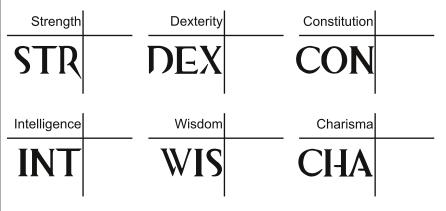
The GM will describe your companion's journey, what challenges they face, what happens when they meet the recipient, how the recipient finds the cache, and what they decide to do with the cache once they get there.







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



STARTING MOVES

BACKSTAB

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. On a 10+, choose two. On a 7-9, choose one.

You don't get into melee with them
 You deal your damage+1d6

You create an advantage, +1 forward to you

or an ally acting on it
 Reduce their armor by 1 until they repair it

TRAP EXPERT

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold as you walk
through the area to ask these questions:
Is there a trap here and if so, what
activates it?
What does the trap do when activated?

- What else is hidden here?

TRICKS OF THE TRADE

When you pick locks or pockets or disable traps, roll+DEX. On a 10+, you do it, no problem. On a 7-9, you still do it, but the GM will offer you two options between suspicion, danger, or cost. **BETA** 1.0

<u>POISONER</u>

You've mastered the care and use of a venom. Choose a venom from the list below; that venom is no longer dangerous for you to use. You also start with three uses of the venom you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the venom you choose for free. Note that some venoms are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch venoms just need to touch the target, they can even be used on the blade of a weapon.

- Devourer Venom (applied): The target becomes paralyzed
- Ice Drake Venom (touch): The target deals -1d4 damage ongoing until cured
- Gunk (applied): The target treats the next creature they see as a trusted ally, until proved otherwise
- Spider Venom (touch): Anyone dealing damage to the target rolls twice and takes the better result.

DRIVE:

Chaos: Leap into danger without a plan

Stealth: Avoid detection or infiltrate a location

Greed: Shift danger or blame from yourself to someone else

BONDS

I stole something from _____ and they have not figured it out--yet. *Trigger: they figure it out or you double down*.

_____ had my back when things went wrong, and I owe them one. *Trigger: they call upon the debt.*

_____ knows incriminating details about me, but I know how to get back at them. *Trigger: you propose a deal*.

_____ and I have a con running, and soon we are going to get the big payday. *Trigger: that day comes*.

RACE:

MOVE:

LOAD:

Max Load is equal to 6+STR

Dungeon Rations (5 uses, 1 weight) Leather Armor (1 armor, 1 weight) 3 uses of your chosen venom 10 coins

Choose your arms:

Dagger (hand, 1 weight) and short sword (close, 1 weight) Rapier (close, precise, 1 weight)

Choose a ranged weapon:

	3 throwing daggers (thrown, near, 0 weight)
	Shortbow (near, 2 weight)

Bundle of arrows (3 ammo, 1 weight)

Pistol (near, reload, 1 weight)

Pouch of bullets (3 ammo, 0 weight)

Choose one:

P
L

Adventuring gear (1 weight) Healing potion (0 weight)

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

CHEAP SHOT

When using a precise or hand weapon, your backstab deals an extra +1d6 damage.

SHOOT FIRST

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.



When you use trap expert, you always get +1 hold, even on a miss.

WEALTH AND TASTE

When you make a show of flashing around your most valuable possession, choose someone present. They will do anything they can to obtain your item or one like it.



When you attempt to disarm an armed individual through sleight of hand/foot/other body part, roll+DEX. On 10+, choose two. On 7-9, choose one.

- You are able to wield the weapon right away
- The individual does not immediately notice it is gone
- You do not attract attention from anyone else

UNDERDOG

When you're outnumbered, you have +1 armor.



After you've used a venom once, it's no longer dangerous for you to use.



ENVENOM

You can apply even complex venoms with a pinprick. When you apply a venom that's not dangerous for you to use to your weapon, it's touch instead of applied.



BREWER

When you have time to gather materials and a safe place to brew, you can create three doses of any one venom you've used before.

CONNECTIONS

When you put out word to the criminal underbelly about something you want or need, roll+CHA. On 10+, someone has it, just for you. On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

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

DIRTY FIGHTER

Replaces: Cheap Shot

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

SERIOUS UNDERDOG

Replaces: Underdog

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

EVASION

When you Defy Danger on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

HEIST

When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers, you and your allies take +1 forward.

- Who will notice it's missing?
- ---- What's its most powerful defense?
- ---- Who will come after it?
- Who else wants it?

ALCHEMIST

Replaces: Brewer

When you have time to gather materials and a safe place to brew, you can create three doses of any one venom you've used before. Alternately you can describe the effects of a venom you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances
- ----- The best you can manage is a weaker version
- It'll take a while to take effect
- It'll have obvious side effects
- ---- It comes from a dangerous beast

ESCAPE ROUTE

When you're in too deep and need a way out, name your escape route and roll+DEX. On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

DISGUISE

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

INSTANT REFLEXES

Requires: Sleight of Hand

Weapons you steal have thrown.

EXTREMELY CAUTIOUS

Replaces: Cautious

When you use trap expert you always get +1 hold, even on a 6-. On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

KEEN OBSERVER

When you spend time studying a wealthy or powerful individual, the GM will tell you one valuable or useful item they are carrying with them.

A LITTLE SOMETHING

Death Move

You cannot believe you did not mention this before.

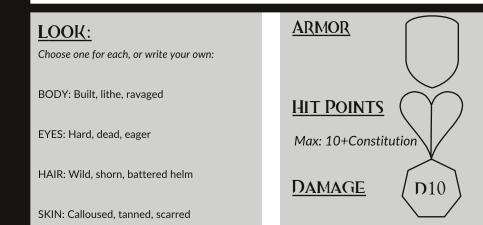
You are facing death and you have not bragged about your greatest heist yet. You suppose you were just waiting for the right time, or perhaps you did not trust that everyone else would not get jealous and take it, but either way, you might as well mention it now.

Describe the super valuable, useful, or sentimental item you stole from someone else along your travels. It could be something like that pompous general's favorite medal, that cultist's favorite ceremonial dagger, or that old lady's magical eye (or even her nonmagical eye). Describe how you stole it while no one was looking and was able to keep it a secret this entire time.

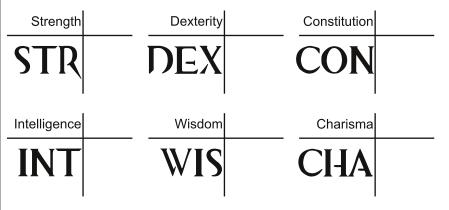
Then make one last wish regarding that item that your allies should, if they care about you at all (and they might not, which, fair enough), will do. Demand they cast it out to the sea, shove it into the heart of an enemy, or just sell it for a good price. Whatever you wish, after all, it was yours... mostly.

LEVEL:





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



STARTING MOVES

Well Prepared

Whenever you reach into your Weapon Pack (3 uses, 4 weight) to draw out a weapon to deal with a situation, roll+current uses. On a 10+, you pull out the perfect non-magical one-handed weapon. Describe how this is the case and take 1 from Weapon Pack's uses and weight. On 7-9, in raddition to this, choose one:

- The weapon is not ideal. The GM will tell you how
- Rummaging through your pack draws unwanted attention

BEND BARS, LIFT GATES

When you use pure strength to destroy an inanimate obstacle, roll+STR. On a 10+, choose 3. On a 7-9, choose 2.

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

RELOAD AND RECHARGE

Whenever you venture out to buy and trade weapons in a marketplace, you may spend a weapon to add a charge to your Weapon Pack. You cannot go above 3 uses. If you are not in a city, the GM will also give you one of the following restrictions:

- The locals are tough hagglers. It will cost __ coins.
- The items are of lesser quality. The GM gains one hold to turn a 10+ to a 7-9 on a Well Prepared roll.
- Options are limited. Every weapon has the same range.

ARMORED

You ignore the clumsy tag on any armor you wear.

DRIVE:

Peace: Defend those weaker than you

Ambition: Defeat a worthy opponent

Conquest: Kill to gain something for you or who you represent

BONDS

_____ owes me their life, and they better admit it soon. *Trigger: they admit it or deny it.*

I have sworn to protect ______ from their greatest enemy. *Trigger: their greatest enemy threatens their life*.

I worry about the ability of _____ to survive in our next great battle. *Trigger: the next great battle is resolved.*

_____ makes me worried that they will abandon us in the heat of the battle. *Trigger: your suspicions are confirmed or denied.*

RACE:

MOVE:

Weapon Pack (a collection of sharp, hard, and otherwise dangerous

LOAD: /

Max Load is equal to 12+STR

items, 3 uses, 4 weight)

Choose your defenses:

Choose two:

22 coins

Dungeon Rations (5 uses, ration, 1 weight). A banner of a family, lord, or state (1 weight)

Chainmail (1 armor, worn, 1 weight)

2 healing potions (0 weight)

Shield (+1 armor, 2 weight)

Adventuring Gear (5 uses, 1 weight)

Scale Armor (2 armor, worn, clumsy, 3 weight)

Antitoxin (0 weight), Dungeon Rations (5 uses, ration,

1 weight), and Poultices & Herbs (2 uses, slow, 1 weight)

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

MERCILESS

When you deal damage, deal +1d4 damage.

GOING TO NEED A BIGGER WEAPON

When you roll a hit on Well Prepared, you can spend an additional use and take away an additional weight to pull out a 2-handed weapon.

DOGGED MARCH

When you Undertake a Perilous Journey and you are the Trailblazer, you inspire your party by your relentless perseverance. Roll+CON instead of WIS.



You gain +1 armor.



ARMOR MASTERY

When you make your armor take the brunt of the damage dealt to you, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor, it is destroyed.

SEEING RED

When you Discern Realities during combat, you take +1.

INTERROGATOR

When you parley using threats of violence as leverage, you may use STR instead of CHA.



BRUTE PRECISION

When you volley with a thrown weapon bigger than your fist, roll+STR instead of DEX.



Whenever you take out a ranged weapon with Well Prepared, you also take out 1 ammo for it.



Shields are considered weapons for you. When you wield them, they have hand range, forceful, and thrown.

NETWORKING

When you proudly display your banner when entering a settlement, roll+CHA. On a hit, people there have heard of you or who you represent and you have allies that respect you. On a 7-9, you also have a few enemies.

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

BERSERKER

Replaces: Merciless

When you deal damage, deal +1d8 damage.

THROUGH DEATH'S EYES

When you go into battle, roll+WIS. On a 10+, name someone who will live and someone who will die. On a 7-9, name someone who will live or someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. On a 6you see your own death and consequently take -1 ongoing throughout the battle.

EYE FOR WEAPONRY

When you look over an enemy's weapon, the GM will tell you honestly how much damage they do.

SUPERIOR WARRIOR

When you Hack & Slash, on a 12+, you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

DEFY PAIN

Replaces: Endure Pain You gain +2 armor.

ARMORED PERFECTION

Replaces: Armor Mastery

When you make your armor take the brunt of the damage dealt to you, the damage is negated and you take +1 forward against the attacker, but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor, it is destroyed.

EVILETE

Requires: Seeing Red

When you enter combat, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a 6-, your enemies immediately identify you as their biggest threat.

"ON MY MARK!"

When you deal damage to an enemy, the next attack to that foe by anyone deals +1d6 damage.

BRUTE FORCE

Requires: Brute Precision All weapons have thrown when used by you.

IMPROVISED WEAPONRY

When you roll 10+ on Well Prepared, you can treat it as a 7-9 and get +1d4 damage on your next damage roll.

Send feedback to guildworldsrpg@gmail.com

ONE FINAL WEAPON

Death Move

This is it. The end of the line for you. You are face to face with Death and you have no more options. Except one. You have one last weapon, one you were saving for just an occasion. In fact, when you procured this weapon, you were thinking of just a situation like this against just an enemy like this. Describe how this is the perfect weapon for this situation how it will destroy the enemy who killed you. Feel free to include magic in it as well.

The only limitations on this weapon are that it must be specific to this situation against this type of enemy and you must explain why you never felt the need to bring it out before. It may be practical reasons, such as requiring you to spill a certain amount of blood or it destroys its user, or it may be sentimental reasons. You were looking for a particularly ugly orc to use this orc bane weapon and this one managed to fit the requirements just right.

After you have settled on your weapon, use it on your enemy and describe how you destroy them. Then, succumb to your wounds. Your still living allies may pick up your last weapon and decide the best course of action for it.

