

GEAR • You start with this stuff, plus basic clothing.

Your spellbook (1 wt)

Rations (5 uses ○○○○○, 1 wt)

2d6+Luck silver pieces (sp)

Roll 1d6 to determine your personal magical focus:

1-2 ☐ Magic wand (+1 power, 0 wt)

3-5 ☐ Magic staff (1d4, *close, 2-handed*,
+1 power, 1 wt)

6 ☐ Arcane orb (+2 power, 1 wt)

Roll 1d6 twice: (reroll duplicates if you choose)

1-2 ☐ Bag of books (5 uses ○○○○○, 2 wt)

3 ☐ Dagger (1d4, 1 pierce, *precise, hand*, 0 wt)

4 ☐ Healing potion (heal 1d8 HP, 0 weight)

5-6 ☐ Spell components (+1 power, 3 uses ○○○, 0 wt)

SILVER (100sp=1 weight)

In hand _____

Stash (100sp=1 box)

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A better life awaits!

Load (STR+4) _____ **Weight carried** _____ ☐ Encumbered (-1 ongoing)

ADDITIONAL GEAR

INSCRIBED SPELLS

NOTES

MAGIC-USER

Name _____ **Gender** _____ **Level** ____ **XP** _____

Appearance _____

Traits _____

Ability scores • Roll 3d6 in order and swap 2 scores of your choice.

ABILITY	MAX/CURRENT	MODIFIER	VALUE	MOD
Strength	____/____	STR ____	3	-3
Dexterity	____/____	DEX ____	4-5	-2
Constitution	____/____	CON ____	6-8	-1
Intelligence	____/____	INT ____	9-12	0
Wisdom	____/____	WIS ____	13-15	+1
Charisma	____/____	CHA ____	16-17	+2
Luck	____/____	LUC ____	18	+3

Armor _____ **Hit Die** d4 **Max HP** (Hit die +CON) _____

Current HP _____

Heritage • Roll 1d12.

1-8 ☐ **Human:** +1 to 2 different ability scores of your choice, excluding Luck.
When you *succumb to a Vice*, take +1 forward.

9 ☐ **Halfling:** +2 Luck.
When you *eat 1 more ration than necessary*, take +1 forward.

10 ☐ **Dwarf:** +2 Strength or +2 Constitution.
When you *sniff the air*, the Judge will tell you if there is gold nearby.

11-12 ☐ **Elf:** +2 Dexterity or +2 Wisdom or +2 Charisma.
When you *move*, you have perfect balance and a feather-light step.

Alignment • Roll 1d12.

1-3 ☐ **Evil:** Inflict physical or emotional harm on others for personal gain.

4-8 ☐ **Chaotic:** Sow discord, or destroy a symbol of order.

9-12 ☐ **Good:** Help those in need at your own expense.

STARTING MOVES • You start with all of these moves.

Spellbook

You start with a spellbook that holds 2 spells. Roll them up on the Spell Name table. Each time a spell is cast, the following aspects must be defined:

Effect: *minor* (1p +1/1d6) *moderate* (2p,+2/2d6), *major* (5p, +3/3d6), *spectacular* (7p, +4/4d6), *historic* (11p, +5/5d6)

Duration: *instantaneous* (0p), *duration 1* (1p), *duration 3* (3p), *duration 5* (5p), *permanent* (9p)

Range: *touch* (0p), *close* or *reach* (1p), *near* (3p), *far* (5p)

Area of Effect: *self* (0p), *single target* (1p), *small area* (2p), *large area* (5p)

Numbers in parentheses denote power cost (#p) and suggested value in terms of a modifier/number of dice (i.e., a *moderate* effect costs 2 power and can be used to create a +2 modifier to a move roll, +2 armor, or 2d6 worth of damage). Note that spell effects are not limited to numbers! Use your imagination.

Your casting **power** is equal to your current level +INT. Each time you cast a spell, you start with full power and spend it to increase aspects of the spell.

Study Spellbook

When you **spend at least a few hours studying your spellbook**, forget all memorized spells and memorize a number of spells equal to your level +1. Make a note of which ones you memorize.

Inscribe Spell

When you **spend 1 week of downtime transcribing a new spell from another source**, add it to your own spellbook.

Cast Spell [INT]

When you **cast a memorized spell**, say what effect you want to create within the scope of the spell's name, spend power to define its aspects, and roll +INT: **on a 10+**, it does what you want; **on a 7-9**, it works as intended, but choose 1 from the list below; **on a 6-**, mark XP, choose 1 from the list below, and then roll on the Arcane Accident table.

- * You forget the spell and may not cast it again until you re-memorize it
- * You draw unwanted attention to yourself, from this world or another
- * You suffer -1 ongoing until the next time you cast any spell

1d12 Arcane Accident

- 1 You suffer a permanent affliction in proportion to the spell's Effect.
- 2 An ally suffers a permanent affliction in proportion to the spell's Effect.
- 3 Arcane forces disrupt reality for the worse, at 1 level greater than the spell's Effect.
- 4 Arcane forces disrupt reality for the worse, in proportion to the spell's Effect.
- 5 Mind wipe: burn 1d6 Intelligence, and forget all of your memorized spells.
- 6 Soul drain: burn 1d6 Wisdom, and momentarily lose your grip on reality.
- 7 You suffer a temporary affliction in proportion to the spell's Effect.
- 8 An ally suffers a temporary affliction in proportion to the spell's Effect.
- 9 The spell backfires, affecting the opposite of the intended target.
- 10 The spell misfires, affecting something other than the intended target.
- 11 Arcane illness: take -1 ongoing until you Make Camp or Recover.
- 12 You draw unwanted attention, from this world or another.

ADVANCED MOVES • Choose 1 of these moves each time you reach an odd-numbered level (3, 5, etc.)

❑ Overdraw

When you **Cast a Spell**, you may burn ability points of your choice to increase your available power, at a cost of 2 ability points per 1 point of power.

❑ Wizard

When you **Study your Spellbook**, forget all memorized spells and memorize a number of spells equal to your level +INT.

❑ Arcanist

When you **roll an Arcane Accident**, roll 2d12 and use the best result.

❑ Enchanter

When you **Cast a Spell with the duration 5 or permanent tag**, you take +1 to do so, and it costs 1 less power.

❑ Necromancer

When you **Perceive**, on a 7+ you sense any spirits of the dead in the vicinity in addition to the usual result, and may ask your questions directly of them.

❑ Discern Properties

When you **spend 1 day of downtime studying a magical item**, roll +INT: **on a 10+**, the GM will tell you precisely what it does; **on a 7-9**, the GM will tell you something useful about it.

❑ Arcane Research

When you **spend 1 week of downtime studying arcane lore in order to create your own spell**, roll +INT: **on a 10+**, hold 3; **on a 7-9**, hold 2. Spend your hold to complete each of the following steps:

- 1) Spend 1 hold to roll a Spell Name template for the spell.
- 2) Spend 1 hold to fill in 1 Spell Name part (Form, Adjective etc.) on your rolled template, using words from spells already inscribed in your spellbook. If you fill in a Wizard's Name, make it your own. You will need to spend more than 1 hold on this step to complete the spell name before moving on to the next.
- 3) Spend 1 hold to pay 50sp per Spell Name part (i.e., a spell comprised of [Wizard Name] [Element] [Form] costs 150 silver).
- 4) Spend 1 hold to inscribe the spell in your spellbook.

When you **Cast a Spell named for you**, take +1. Note that researching a spell is usually a multi-week process, and those weeks need not be consecutive.

❑ Sorcerer [must be Chaotic or Evil]

When you **Cast a Spell**, you may burn 1 Constitution to recombine words from all the spell names in your spellbook to make a new spell on the spot, using any Spell Name Template of your choice. However, if you suffer an Arcane Accident, roll 1d6 instead of 1d12 on the Arcane Accident table.

❑ Diabolist [must be Chaotic or Evil]

When you **slay a living creature with a hand weapon and offer its blood to a demonic force**, you gain power equal to half the creature's HP (rounded up), but may only use that power the next time you Cast a Spell. After that, it's gone.