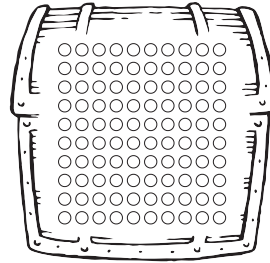


SILVER IN HAND



SILVER IN STASH

(1 circle = 100sp = 1XP)



CAPACITY

STR +4

WEIGHT CARRIED

SHOULDER BURDEN

When you *carry more weight than your Capacity but no more than twice your Capacity*, you suffer -1 ongoing until you lighten your load. You cannot carry more weight than twice your Capacity.

NOTES

EXPERIENCE POINTS (XP)

○○○○○○○○○→ Level 2
 ○○○○○○○○○○○○→ Level 3
 ○○○○○○○○○○○○○○→ Level 4
 ○○○○○○○○○○○○○○○○→ Level 5
 ○○○○○○○○○○○○○○○○○○→ Level 6
 ○○○○○○○○○○○○○○○○○○○○→ Level 7
 ○○○○○○○○○○○○○○○○○○○○○○→ Level 8
 ○○○○○○○○○○○○○○○○○○○○○○○○→ Level 9
 ○○○○○○○○○○○○○○○○○○○○○○○○○○→ Level 10

To mark XP as an individual...

- Solve a problem with magic
- Act according to your traits
- Achieve your alignment goal

To mark XP as a group...

- Discover something new about the world
- Overcome a difficult obstacle
- Acquire some memorable booty

ABILITY SCORES

STRENGTH

MAX CURRENT MODIFIER

CONSTITUTION

DEXTERITY

MAX CURRENT **DEX**
MODIFIER

INTELLIGENCE

MAX CURRENT (INT) MODIFIER

WISDOM

MAX CURRENT MODIFIER

CHARISMA

MAX CURRENT MODIFIER

LUCK

The diagram shows the structure of the LUC modifier. It consists of three main components connected in sequence: a square box labeled "MAX", a square box labeled "CURRENT", and a large square box labeled "LUC" enclosed in parentheses. Below the "LUC" box is the label "MODIFIER".

ABILITY MODIFIERS

SCORE	MOD	SCORE	MOD
3	-3	13-15	+1
4-5	-2	16-17	+2
6-8	-1	18	+3
9-12	0		

APPEARANCE

TRAITS

HERITAGE

ALIGNMENT

BONDS

ARMOR



HP DIE



HIT POINTS (HP)

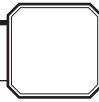
10

MAX

CURRENT

MAGIC-USER MOVES

You start with all of these.



POWER

SPELLCASTER

You are a student of the sorcerous arts. You start with 2 spells, memorized and inscribed in your **spellbook**. Roll them up on the SPELL NAME table.

Power represents your ability to manipulate arcane energy. Your power is equal to your current level +INT (minimum of 1). Each time you **Cast a Spell**, you start with full power and must decide how to distribute that power among the four aspects of the spell:

POWER COST	EFFECT	RANGE	AREA OF EFFECT	DURATION
0	<i>parlor trick</i> (0)	<i>touch</i>	<i>self/single target</i>	<i>instant</i>
1	<i>minor</i> (+1/1d6)	<i>close/reach/near</i>	<i>several targets</i>	1
2	<i>moderate</i> (+2/2d6)	<i>far</i>	<i>small area</i>	3
3	<i>major</i> (+3/3d6)	<i>within sight</i>	<i>medium area</i>	5
5	<i>spectacular</i> (+4/4d6)	<i>out of sight</i>	<i>large area</i>	7
9	<i>legendary</i> (+5/5d6)	<i>extraplanar</i>	<i>vast area</i>	<i>permanent</i>

The **EFFECT** column includes both a descriptive tag and suggested numerical modifier or number of dice (i.e., a *moderate* effect costs 2 power and might be used to create a +2 to a move roll, +2 armor, or 2d6 worth of damage). But spell effects are not limited to numbers! Use your imagination and work with the Judge to determine a spell's effect level.

STUDY SPELLBOOK

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

INSCRIBE

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

CAST SPELL

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 it, and roll +INT, +1 per point of unspent power: **on a 10+**, it does what you want; **on a 9-**, you suffer an arcane accident according to your roll:

ROLL ARCANES ACCIDENT

- | | |
|----|---|
| 9 | Disturbance! The spell works as intended, but its casting draws unwanted attention. |
| 8 | Vacuity! The spell works as intended, but you forget it and may not cast it again until you re-memorize it. |
| 7 | Perplexity! The spell works as intended, but you burn 1 Intelligence. |
| 6 | Misfire! Mark Intelligence. The spell works, but affects a different target. |
| 5 | Disruption! Mark Intelligence. The spell fails and you forget it, but arcane forces temporarily warp reality for the worse, in proportion to the spell's intended effect. |
| 4 | Disaster! Mark Intelligence. The spell fails and you forget it, but someone or something nearby (which might be you or an ally) suffers a <i>permanent</i> affliction or alteration of the Judge's choosing, in proportion to the spell's intended effect. |
| 3- | Incursion! Mark Intelligence. The spell fails, you forget it, and some troublesome or dangerous arcane force is released into this world. Left unchecked, it will worsen. |

All questions raised by the results of your roll are answered by the Judge.

When you *successfully cast a spell of duration greater than your INT*, you suffer -1 ongoing to all rolls until you choose to end the spell, are forced to do so, or its duration runs out.

ADVANCED MOVES

ANTIQUARIAN

When you *spend 1 week of downtime Researching a mysterious object*, you always succeed as if you rolled a 10+.

ENCHANTER

When you *Cast a Spell*, the power cost for that spell's duration is one step lower. In addition, you do not suffer -1 ongoing to maintain any spell.

FORMULATE SPELL

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; **on a 6-**, hold 1, mark Intelligence, and the Judge makes a move. Spend your hold to complete the following steps, in order. If you don't complete all of the steps in 1 week, you may continue your inquiry at a later time.

- ☐ Spend 1 hold to roll a SPELL NAME TEMPLATE for the spell.
- ☐ 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 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 step.
- ☐ Spend 1 hold to pay 50sp per SPELL NAME part (i.e., a spell comprised of [WIZARD NAME] [ELEMENT] [FORM] costs 150 silver).
- ☐ Spend 1 hold to **Inscribe** the spell in your spellbook.

When you *Cast a Spell you formulated yourself*, take +1.

PRESTIDIGITATOR

When you *Cast a Spell*, you may burn 1 Dexterity to take +1 to that roll.

NECROMANCER

When you *Perceive*, **on a 7+** you may ask questions of any spirits of the dead in the vicinity. In addition, when you *make any move that directly involves the dead or undead*, take +1.

RITUALIST

When you *Cast a Spell after taking time to prepare*, take +1 to that roll.

SCHOLAR

When you *Establish something you read in a book*, take +1 to that roll. In addition, all books have 1 extra use for you.

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, you take -1 to cast that spell.

THAUMATURGE

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 instead of your level +1.