

Bloody-Minded Act sensibly despite temptation, endure strife	<input type="radio"/>
Charming Trick someone	<input type="radio"/>
Eldritch Spout lore	<input type="radio"/>
Mighty Kick some ass, take stuff away	<input type="radio"/>
Shifty run away	<input type="radio"/>
Connections Help or interfere	

Name

Look

Temptations

Heart's Desire

Kick Some Ass

When you *kick some ass*, roll+mighty. On a miss your opponent may hand your ass to you (and make you fall down) if they want. On a 7-9 pick one. On a 10+ pick two.

- Make an enemy or enemy mob fall down or force another player's character to *endure strife*.
- Humiliate them.
- Get a *clue* about them.

Run Away

When you *run away*, roll+shifty. On a 10+ you get clean away. On a 7-9 you get away, but the DM chooses one:

- You leave something (or someone?) behind.
- Your escape didn't go unnoticed.
- Your escape is temporary.

Spout Lore

When you *spout lore*, roll+eldritch. On a miss the DM picks one:

- Your lore is subtly, dangerously wrong and you don't know it.
- Your lore is obviously, humiliatingly wrong, and you look dumb in front others.

On a 7-9 you have a good idea what's what with whatever it is you're looking at, but there are some details that elude you. On a 10+ you know exactly what's going on; this gives you a *clue* to a MacGuffin you need.

Take Stuff Away

When you try to *take stuff away* from someone, roll+mighty. On a miss they brush off your efforts. On a 7-9 choose 1, on a 10+ choose 2.

- You take the thing you wanted.
- You keep them from making another try at getting it back any time soon.
- You seriously intimidate them.

Trick Someone

When you try to *trick someone*, roll+charming.

If it's an NPC: On a miss they realize you're trying to trick them and may become hostile. On a 10+ they're suckered in. On a 7-9 the DM chooses 1.

- There's a misunderstanding and they don't *quite* do what you want.
- Afterwards they figure out that they were tricked and try to retaliate.

If it's a PC: On a 7-9 you get one of these for the rest of the scene, and on a 10+ you get both for the rest of the scene:

- If they don't do what you want they're *enduring strife*.
- If they do what you want when it would be against their normal desires, they can mark experience.

Help or Interfere

When you *help* or *interfere with* someone else's roll, you roll+connection. On a hit they get +1 if you're helping or -2 if you're interfering. On a 7-9 you expose yourself to danger or retribution in the process.

Expanded Improvement

From your sixth improvement onward you get to pick from this special list, regardless of your character type.

- +1 to any stat, up to a maximum of +3, and random people start recognizing you.
- Change your character to a new type, and you have a mentor of some kind of that character type.
- Get another move from your character type.
- Get a move from another character type.
- Play a second character of any character type.
- Your character realizes his or her dreams and retires. Make a new character.

Basic Moves

Act Sensibly Despite Temptation

When you try to *act sensibly despite temptation*, roll+bloody-minded. On a miss you try to indulge in your temptation without any regard for what else is going on. On a 7-9 you contain yourself, but it's obvious to anyone watching what you really want. On a 10+ you can manage a good poker face if you so choose. If you have two conflicting temptations in play, you can pick which one will affect you, but your heart's desire always takes precedence.

Endure Strife

When you try to *endure strife*, roll+bloody-minded. On a miss you fail to endure the strife. On a 7-9 you stay standing, but you're much worse for wear, and the DM will probably mess with you. On a 10+ you emerged unscathed, and if the strife came from an NPC you get a *clue* about them.

Angsty Shadow Warrior

Creating an Angsty Shadow Warrior

To create an angsty shadow warrior, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Belladonna, Darkstar, Draco, Galus, Ivy, Kiriya, Raven, Valen, Vincent

Family (?) Name: Darkblade, Dracul, Maleficarium, Ravenshadow (NOT Ravenclaw!), Urden, Valentine

Look

Black skin, gray skin, blue skin, alabaster skin, glowing eyes, white hair, elf ears, tribal tattoos, small horns

Black leather with many buckles, spikes, hooded cloak, ornate black steel armor, sword of purple flames, black corset, frilly black skirt, frayed cape

Stats

Choose one set:

- Bloody-Minded+1, Charming=0, Eldritch+2, Mighty-1, Shifty+1
- Bloody-Minded=0, Charming+1, Eldritch+2, Mighty+1, Shifty-1
- Bloody-Minded=0, Charming-1, Eldritch+2, Mighty+1, Shifty+1
- Bloody-Minded+1, Charming-1, Eldritch+2, Mighty+1, Shifty=0

Moves

You get all of the basic moves, plus two of the following angsty shadow warrior moves.

○**Depressing Philosophy:** When you tell people about what you consider to be the true nature of the world, roll+eldritch. On a miss they find your blathering stupid. On a 7-9 they're a bit distracted, and on a 10+ they set aside what they're doing to wallow in depression.

○**Shadow Blade:** You possess (or can conjure) a sword made of pure darkness wreathed in purple flames or some such. You can roll+eldritch to *kick some ass*.

○**Shadow Walk:** You have the ability to use shadow magic to vanish from sight and travel through the shadows. Roll+shifty; on hit pick 1. On a 10+ you get +1forward.

- You can follow someone for the rest of the scene, no matter where they go.
- You can slip through what would normally be an impossible obstacle.
- You vanish from sight even in the midst of a pitched battle.

○**Thin Shadow:** Something about your personality is such that people tend to just forget about you. Whenever someone is supposed to be paying attention to you and there's a distraction or other pressing matter, roll+eldritch. On a 7-9 your friends and normal people forget about you. On a 10+ even enemies actively searching will forget about you until you do something really overt and offensive.

○**Trauma Switch:** When someone brings up something that somehow connects to a painful memory of yours, roll+bloody-minded. On a miss you wallow in self-pity for a bit. On a 7-9 you flip out and attack someone with +1forward. On a 10+ you take +1ongoing to tenaciously attack someone until either one of you falls down or the scene ends.

Temptations

Choose two temptations:

Brooding, Friendship, Lore, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them is the one who brought you out of the darkness and into the light. Tell them connection+2.
- You have a secret crush on one of them. Tell them connection+1.
- One of them always tells you when you're being stupid and emo. Tell them connection+1.

Tell everyone else connection+0. They don't know you. You don't care. Shut up.

On others' turns:

- Choose the one you trust the least. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Angsty Shadow Warrior Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again). ○○○○○

- Get +1eldritch (max eldritch+3), and wisps of shadow follow you around.
- Get +1mighty (max mighty+2), and nocturnal animals keep a respectful distance from you.
- Get +1bloody-minded (max bloody-minded+2), and a member of your tribe tells you that you are cursed.
- Get +1charming (max charming+2), and there is a far away gleam in your eyes like moonlight.
- Get +1shifty (max shifty+2), but your friends tend to forget about you at times.
- Get a new angsty shadow warrior move, and your shadow sometimes has a mind of its own.
- Get a new angsty shadow warrior move, and you acquire a taste for a surface food.
- Get a move from another character type.
- Get a move from another character type.

Chosen Visitor

Creating a Chosen Visitor

To create a chosen visitor, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Family Name: Fujisawa, Hiraga, Inoue, Ishii, Mizuhara, Ryuuzaki, Takamichi, Tanaka

Female Given Name: Haruka, Hikaru, Kaori, Manami, Megumi, Umi

Male Given Name: Akira, Daichi, Hideki, Keiichi, Mamoru, Ryo, Takeshi

Look

Dewey eyes, mean eyes, spiky hair, long straight hair, bobbed hair, pigtails, glasses

Stiff-collared boys' high school uniform, dress shirt and tie, skirt and blazer, sailor fuku, track suit, cosplay outfit, everyday casual clothes, Harajuku fashion

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty-1, Shifty=0
- Bloody-Minded+2, Charming=0, Eldritch+1, Mighty-1, Shifty+1
- Bloody-Minded=0, Charming+1, Eldritch+2, Mighty+1, Shifty-1
- Bloody-Minded-1, Charming+1, Eldritch+2, Mighty=0, Shifty+1

Moves

You get all of the basic moves, plus two of the following chosen visitor moves.

○**Earth Gadgets:** You have some gadgets from earth that might come in handy here. Choose two gadgets. Each one does about what you'd expect it to (maybe more if you're creative), and you can use one (only one at a time) to get a +1 bonus to a roll once per session.

- Alluring Gym Clothes
- Digital Camera
- Mobile Phone

- Music Player
- Portable Game Machine
- Textbook

○**Earth Knowledge:** Your knowledge of science and such from earth, although basic back home, has a way of being useful in this new world. When you try to apply knowledge gained from living in a post-industrial society on Earth to a problem in the fantasy world, roll+shifty. On a hit you gain a clue towards a MacGuffin, or you find an unorthodox solution to a problem (though carrying it out won't necessarily be simple). On a 10+ you also get +1 forward to use whatever it is you discover.

○**Marked as the Chosen One:** Some innocuous thing you have (your school uniform, a piece of jewelry, the color of your eyes, etc.) is very unusual in this world, and marks you as the chosen one of legend. When you meet new people, roll+eldritch; on a 7-9 choose one, on a 10+ you get all 3.

- No one tries to attack, trick, or seduce you.
- Whether out of awe or fear, people offer you food, shelter, and assistance.
- No one spreads news about you where you wouldn't want it.

○**Mysterious Power:** You manifested a strange power upon arriving in the fantasy world. Select one of the moves from other character types listed below.

- Almighty Power (Pure Sacrifice)
- Big Bang (Explosive Mage)
- Legendary Sword (Dumb Fighter)
- Ridiculously Strong (Half Dragon)

○**Sacred Machine:** You have an ancient magical robot at your disposal. It will count as a MacGuffin for some major enemies, and you can roll+eldritch to *kick some ass*. However, you can only use it for one scene per session.

Temptations

Choose two temptations:

A Way Home, Food, Glory, Love, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them welcomed you when you first came to this world. Tell them connection+1.
- One of them finds you and your otherworldly ways fascinating. Tell them connection+1.
- One of them was so crazy about you being the Chosen One that you started avoiding them. Tell them connection+0.

Tell everyone else connection+0. You're new here, and it shows.

On others' turns:

- Choose the one who worries you the most. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Chosen Visitor Improvement

- Get +1eldritch (max eldritch+3), and you begin having strange visions.
- Get +1bloody-minded (max bloody-minded+2), and a vein in your forehead throbs when you get mad.
- Get +1charming (max charming+2), and your eyes have an alluring sparkle to them.
- Get +1mighty (max mighty+2), and you can crack your knuckles loudly before a fight.
- Get +1shifty (max shifty+2), and you're getting the hang of avoiding thieves.
- If you have the Earth Gadgets move, get two more gadgets. Your new gadgets arrive mysteriously and contain reminders of home.
- Get a new chosen visitor move, and someone reveals a prophecy about you.
- Get a new chosen visitor move, and you have visions of what's going on back home.
- Get a move from another character type.
- Get a move from another character type.

Conniving Thief

Creating a Conniving Thief

To create a conniving thief, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Cherry, Chocolate, James, Jasmine, Kim, Moz, Santiago, Sebastian, Sheila, Violet, Woodchuck

Family Name: Catgut, Cuervo, Gambino, Kemp, Montoya, Nachtmann, Quincy, Smith, Stingray

Look

Skinny, short, inexplicably spry, mousy urchin, scruffy ruffian, halfling, stray catgirl

Leather armor, lots of pockets, dressed in black, big supply of daggers, goggles, layer of grime

Stats

Choose one set:

- Bloody-Minded+1, Charming=0, Eldritch+1, Mighty-1, Shifty+2
- Bloody-Minded=0, Charming-1, Eldritch+1, Mighty=0, Shifty+2
- Bloody-Minded+1, Charming+1, Eldritch=0, Mighty-1, Shifty+2
- Bloody-Minded-1, Charming+1, Eldritch+1, Mighty=0, Shifty+2

Moves

You get all of the basic moves, plus *what's yours is mine* and one of the other following conniving thief moves.

○**What's Yours Is Mine:** When you try to steal something, roll+shifty. On a 7-9 choose 2. On a 10+ you get all 3.

- You steal the thing you were after.
- No one sees you doing it.
- You get clean away.

○**Backstab:** You can roll+shifty to *kick some ass*.

○**Lucky Bastard:** You have a certain kind of luck that most people would say you're profoundly undeserving of. Any time a move lets someone choose negative consequences for you, you can replace one (but only one) of the selections with one of the following:

- You roll on the snake eyes Random Event table. (Can't take this if you already rolled snake eyes.)
- The DM has one of your temptations show up in an inconvenient way.

○**Not Me:** You have a particular knack for avoiding or shifting blame. If someone suspects you of wrongdoing, you can roll+connection (or roll+shifty if it's an NPC) to try to hide or shift the blame. On a miss they definitely figure out it was you. On a 7-9 there's some possible doubt, and on a 10+ no one could reasonably suspect you unless you yourself slip up.

○**Sneaky Bastard:** When you're being stealthy, roll+shifty. On a 7-9 choose 1. On a 10+ you get all 3.

- No one notices you.
- You're able to get in somewhere before anyone notices anything's amiss.
- You get +1forward to your next shifty roll.

Temptations

Choose two temptations:

Bragging, Luxury, Money, Stealing, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them helped you with a difficult heist for some reason and has seen how you work. Tell them connection+2.
- One of them had something stolen and is still convinced you were behind it. Tell them connection-1.
- One of them has inexplicably taken a liking to you. Tell them connection+1.

Tell everyone else connection+0. You're not the type to let others know too much about you if you can help it.

On others' turns:

- Pick which one you think is the most gullible. Add 1 to whatever they tell you.
- For everyone else just write down what they tell you.

Conniving Thief Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick and improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again). ○○○○○

- Get +1shifty (max shifty+3), and other thieves show you respect, after a fashion.
- Get +1bloody-minded (max bloody-minded+2), and a vein throbs in your forehead when you're mad.
- Get +1charming (max charming+2), and you occasionally have people asking for autographs.
- Get +1eldritch (max eldritch+2), and one of your past associates reveals themselves to be involved in a powerful cult.
- Get +1mighty (max mighty+2), and your weapons gleam dramatically.
- Get a new conniving thief move, and you start seeing more wanted posters of yourself.
- Get a new conniving thief move, and you start wearing a jaunty cap or scarf.
- Get a move from another character type.
- Get a move from another character type.

Dumb Fighter

"I don't really know what's going on, but he's the bad guy, right?"

Mages must learn their craft through intensive study, and so tend to look down on fighters who seemingly ply their trade by virtue of being made of meat. You kind of live up to that stereotype. The stuff your companions are trying to deal with doesn't always make much sense to you, but at least your sword can deal with the bad guys. Usually.

Creating a Dumb Fighter

To create a dumb fighter, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Adric, Carrot, Chuck, Dirk, Gil, Gillian, Janet, Katrina, Ken, Oliver, Lance, Leon, Victoria, William

Family Name: Archer, Ashford, Blacmanche, Flare, Harkness, Saucer, Stollen, Waterfield, Williams

Master of the (Favorite Weapon): Battle Axe, Broadsword, Katana, Long Sword, Spear, Sword and Shield, Two Short Swords

Look

Muscular, lithe, long blond hair, black hair in ponytail
Metal armor, tabard, loincloth and boots, intimidating weapon, ordinary weapon, cloak, shield

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch=0, Mighty+2, Shifty-1
- Bloody-Minded+1, Charming=0, Eldritch+1, Mighty+2, Shifty-1
- Bloody-Minded+1, Charming+1, Eldritch-1, Mighty+2, Shifty+1
- Bloody-Minded+1, Charming+1, Eldritch-1, Mighty+2, Shifty=0

Dumb Fighter Moves

You get all of the basic moves, plus two of the following dumb fighter moves.

○ **Berserker Rage:** When you *kick some ass*, you can declare you're doing a berserker rage attack. On a hit you can use one of your selections to make all enemies in the immediate area fall down, but on a 7-9 you will fall down yourself at the end of the battle.

○ **Legendary Sword:** Your sword is actually a special sword of legend. It always counts as being one clue closer to a MacGuffin.

○ **Meat Shield:** If you put yourself in harm's way to protect someone else, roll+bloody-minded. On a 10+ you take the brunt of what they were going to take. On a 7-9, you fall down and the threat has only been temporarily held back.

○ **Oblivious:** When someone is trying to intimidate, manipulate, or scare you, roll+mighty. On a 10+ it has no effect. On a 7-9 you are troubled and distracted, but otherwise unaffected.

○ **Warrior's Charisma:** You can roll+mighty to *trick someone*.

○ **Warrior's Insight:** If you fight someone in melee combat, roll+shifty. On a hit you take +1 forward for fighting them, and on a 10+ you also get a clue about them.

Temptations

Choose two temptations:

Battle, Bragging, Food, Good Deeds, Women (or Men)

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them is a friendly rival you periodically brawl with. Tell them connection+2.
- One of them is an adventuring companion you've been with through thick and thin. Tell them connection+2.

- One of them is constantly underestimating you. Tell them connection+0.

Tell everyone else Connection+1. You're not hard to figure out.

On others' turns:

- Pick which one you think is the most skilled warrior. Add 1 to whatever they tell you.
- For everyone else just write down what they tell you.

Dumb Fighter Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again). ○○○○○

- Get +1mighty (max mighty+3), and your weapon gleams dramatically when you prepare to do battle.
- Get +1bloody-minded (max bloody-minded+2), and a vein bulges in your forehead when you're angry.
- Get +1charming (max charming+2), and your armor tends to get damaged in conveniently revealing ways.
- Get +1shifty (max shifty+2), and your footwork in battle is particularly clever.
- Get a new dumb fighter move, and your weapon makes a dramatic metallic sound when you unsheathe it.
- Get a new dumb fighter move, and your battle cries become particularly impressive.
- Get a move from another character type.
- Get a move from another character type.

Explosive Mage

"That was the last slice of cake! Now I'm really mad! FLAME TEMPEST!"

Creating an Explosive Mage

To create an explosive mage, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Anubis, Ashram, Diana, Emil, Galvan, Light, Louise, Luna, Magnus, Melanie, Mina, Sol

Family Name: Astraios, Bishop, Elric, Felicitas, Françoise, Hyperion, Inverse, Mercury, Pax, Tesla, Vallière, Varga

Master of the (Favorite Spell): Flame Tempest, Meteor Swarm, Fire Ball, Ice Storm, Thunder Blitz, Wrath of Abraxas, Halloween

Look

Elf, redhead, intense eyes, long blond hair, strangely colored eyes

Cloak, gothic Lolita, ornate staff, scantily clad, skull motif, witch hat, occult jewelry

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty-1, Shifty=0
- Bloody-Minded+1, Charming=0, Eldritch+2, Mighty-1, Shifty+1
- Bloody-Minded=0, Charming+1, Eldritch+2, Mighty=0, Shifty-1
- Bloody-Minded-1, Charming+1, Eldritch+2, Mighty=0, Shifty+1

Moves

You get all of the basic moves, plus *big bang* and one other explosive mage move.

○ **Big Bang:** You toss out a really big, destructive spell. Roll+eldritch. On a 7-9 choose 1. On a 10+ choose 3. On a miss you get none, and look like an idiot.

- You make any enemies in the area fall down (unless you need a MacGuffin to beat them).

- You cast the spell without causing massive collateral damage.
- You cast the spell without harming any of your allies.

○ **Bloody-Minded Fool:** You gain +1bloody-minded.

○ **Dangerous Reputation:** When ordinary people become aware of who you are and what you can do, roll+eldritch. On a 10+ they will flee in terror if you show the slightest sign of aggression. On a 7-9 they'll be shaking in their boots, but someone will try to act against you if they think they can get away with it.

○ **Medium Bang:** You can roll+eldritch to *kick some ass*.

○ **Weird Little Cantrips:** You can roll+eldritch try to accomplish some small, mundane task. On a 10+ it works perfectly. On a 7-9 it works, but it's flawed and obviously unnatural in some way.

Temptations

Choose two temptations:

Bragging, Food, Lore, Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them has been adventuring with you for a while, and has been with you through thick and thin. Tell them connection+2.
- You accidentally blew up something important to one of them, and they've been avoiding you. Tell them connection+0.
- One of them was in the same magic school or apprenticeship as you (though if they can't use magic it obviously didn't work out for them, presumably because of something *you* did). Tell them connection+2.

Tell everyone else Connection+1. You're not hard to figure out.

On others' turns:

- Choose which character you think is most useful to you. Whatever the player tells you, add 1 next to the character's name.
- For everyone else, just write down what they tell you.

Explosive Mage Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again). ○○○○○

- Get +1eldritch (max eldritch+3) and your eyes glow whenever you use powerful spells.
- Get +1bloody-minded (max bloody-minded+2), and your eyes glow red when you're mad.
- Get +1mighty (max mighty+2), and your physical feats are accompanied by sparks of magical power.
- Get +1shifty (max shifty+2), and your shadow sometimes has a mind of its own.
- Get +1charming (max charming+2), and you start wearing a new piece of occult jewelry.
- Get a new explosive mage move, and your body is marked with mystic runes.
- Get a new explosive mage move, and your hand motions leave afterimages when you cast spells.
- Get a move from another character type.
- Get a move from another character type.

Half Dragon

"He made fun of me because I have a tail! This is the worst day ever!"

Unions between humans and dragons are a rare thing, not because such a mating is difficult, but because it starts up all kinds of gossip and humiliation. Humans are scared of half-dragons, and dragons tend to snicker whenever they learn that one of their kind has deigned to copulate with a human. Despite having really weird parents, you've made the best of your mixed heritage, and now it's time for you to go out and pursue your own dreams!

Creating a Half Dragon

To create a half dragon, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Alexander, George, Helios, Jezebel, Long, Pink, Sol, Spark, Tim, Vex

Look

Catlike eyes, dragon tail, horns, wild hair, wings, fangs, unusually brightly colored hair

Battle bikini (or loincloth), dragon armor, scraps of hide, casual clothes

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch=0, Mighty+2, Shifty-1
- Bloody-Minded+1, Charming=0, Eldritch+1, Mighty+2, Shifty-1
- Bloody-Minded+1, Charming+1, Eldritch-1, Mighty+2, Shifty=0
- Bloody-Minded=0, Charming+1, Eldritch+1, Mighty+2, Shifty-1

Moves

You get all of the basic moves, plus two of the following half dragon moves.

○ **Draconic Charisma:** You gain +1charming (max +3)

○ **Draconic Fear Aura:** When you try to scare someone (or you just do something scary), roll+charming. On a 7-9 choose 1, on a 10+ choose 2.

- They run away from you.
- They don't try to act against you any time soon.
- They're paralyzed by fear.

○ **Dragon Wings:** You have wings that let you fly. Get +1shifty for attempts to *run away*, and you can get to places you wouldn't normally be able to.

○ **Fire Breath:** You inherited your draconic parent's ability to breathe fire. When you use this, roll+mighty. On a miss you cough up some smoke. On a 7-9 you get 1, and on a 10+ you get all 3.

- You make an enemy or group of enemies fall down.
- You don't cause any collateral damage to your allies.
- You intimidate your enemies.

○ **Ridiculously Strong:** You are staggeringly strong. When you attempt a feat of strength, roll+mighty. On a miss you break something, but not in a useful way. On a hit you get 1, and on a 10+ you look cool doing it and can intimidate others nearby.

- You destroy an inanimate object, regardless of how durable it might have seemed.
- You can carry something heavy, regardless of how heavy it might be.

Temptations

Choose two temptations:

Affection, Food, Glory, Good Deeds, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- You're hopelessly in love with one of them. Tell them connection+2.
- You grew up with one of them and they know all about you. Tell them connection+2.

- You're avoiding one of them because they seem to want to do something untoward to you. Tell them connection-1.

Tell everyone else connection+1. You're kind of an open book, really.

On others' turns:

- Pick the one you'd most like to chain to a rock in your lair, and add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Half Dragon Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again). ○○○○○

- Get +1mighty (max mighty+3), and a knight declares he's going to slay a dragon whose description sounds a lot like you.
- Get +1charming (max charming+2), and your healthy skin positively gleams.
- Get +1eldritch (max eldritch+2), and one of the ancient dragons reveals himself to you.
- Get +1bloody-minded (max bloody-minded+2), and smoke comes out of your nose and ears when you're mad.
- Get +1shifty (max shifty+2), and your tail swishes around when you don't mean it to.
- Get a new half dragon move, and you have an urge to sleep curled up on a pile of gold.
- Get a new half dragon move, and someone reveals some kind of prophecy about you.
- Get a move from another character type.
- Get a move from another character type.

Mad Warlord

Creating a Mad Warlord

To create a mad warlord, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Alexandria, Brigitta, Demetrius, Evangeline, Gabriela, Hugo, Isabella, Lucas, Octavia, Roland, Rufus, Vladimir

Family Name: Alexandrov, Aragon, Castillo, Dragonsbane, Kaltenbach, Lyons, Petrov, Vasconcelos, Walker, Zarides

Commander of the (Military Unit): Black Sheep, Blood Sharks, Crimson Lancers, Dragon Fangs, Hydras, Night Stalkers, Red Scorpions, Wolf Pack Battalion

Look

Sharp blue eyes, piercing black eyes, platinum blond hair, slicked back black hair, war paint, wicked grin

White dress, silver chainmail, crisp military uniform with epaulets, skull-laden demonic warlord gear, savage hide armor

Ornate longsword, whip, shield with family crest, cavalry saber, military banner, giant war hammer, hook sword, riding crop

Stats

Choose one set:

- Bloody-Minded+1, Charming+2, Eldritch-1, Mighty+1, Shifty=0
- Bloody-Minded+2, Charming+1, Eldritch=0, Mighty+1, Shifty-1
- Bloody-Minded+2, Charming+1, Eldritch-1, Mighty+1, Shifty=0
- Bloody-Minded+1, Charming+2, Eldritch+1, Mighty=0, Shifty-1

Moves

You get all of the basic moves, plus two of the following mad warlord moves.

○**Fighting Men:** You have a small squad of nameless soldiers at your command. You can effectively use them as your weapon when you *kick some ass* (not that it makes much difference). In a situation where you would fall down,

you can roll+charming; on a hit they take the hit and fall down in your place, but on a 7-9 they're out of commission for the rest of the session.

○**Master Tactician:** Your keen insight lets you read an opponent as few can. If you take a moment to observe an opponent, roll+charming. On a 7-9 choose 1, on a 10+ choose 3, and on a miss you start to get a bit of a headache.

- You gain a *clue* about them.
- You notice something embarrassing about them.
- You or an ally of your choice get +1forward against them.
- You figure out what they're going to do next.

○**Spring the Trap:** Your mind is always working hard to craft schemes to bring down your enemies. If you declare that you're springing a trap you must've laid earlier, roll+bloody-minded. On a miss you fall into a trap of some kind yourself. On a hit you can make an enemy or enemy mob fall down or become trapped or delayed. On a 10+ you get a *clue* about them as well.

○**Vicious Taunt:** You really know how to make an insult that hurts and digs deep. When you deliver a vicious taunt to someone, roll+bloody-minded. On a miss they brush it off and you come off as kind of dumb. On a 7-9 choose 1, and on a 10+ choose 3.

- The target inadvertently reveals something by how they react.
- The target takes -1forward (if a player character), or grants +1forward to the next character who acts against them (if an NPC).
- The target stumbles at a critical moment.
- The target is publicly humiliated.

○**Whip Into Shape:** You have a way of inspiring people to keep going, whether with inspiring speeches, barbed insults, or just corporal punishment. If someone has fallen down and you encourage or berate them into getting up again, roll+bloody-minded. On a hit they get up again. On a 7-9 choose 1:

- They get to do one thing before they fall down again.
- They take -1ongoing for the rest of the scene.

Temptations

Choose two temptations:

Glory, Honor, Men (or Women), Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

On others' turns, add 1 to whatever they tell you. As nuts as you are, you have a scarily keen eye for people.

Mad Warlord Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again). ○○○○○

- Get +1charming (max charming+2), and there is a manic gleam in your eyes.
- Get +1bloody-minded (max bloody-minded+3), and your eyes glow red when you're mad.
- Get +1eldritch (max eldritch+2), and you come across some kind of artifact.
- Get +1mighty (max mighty+2), and an annoying troupe of minstrels sings your praises.
- Get +1shifty (max shifty+2), and you start seeing your picture on wanted posters now and then.
- Get a new mad warlord move, and someone gives you a magnificent mount.
- Get a new mad warlord move, and your full armor is positively dazzling when you go to battle.
- Get a move from another character type.
- Get a move from another character type.

Nutjob Cleric

"The King of the Sky watches over all of us! Even you! Yes, you! Right there! No, the one to his left!"

Creating a Nutjob Cleric

To create a nutjob cleric, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Amelia, Bridget, Celestine, Clarice, Edmund, Elena, Illuminata, Lena, Maximus, William, Zephyrinus

Family Name: Becker, Churchton, Crosburg, Pelagius, Seirann, Valentine, Vitalian, Wagner, Zygumunt

Look

Crazy girl, mustachioed freak, pretty boy, intense eyes, wild hair, flowing blond hair

White robes, holy symbols, carries a giant holy book, staff, nun habit, chainmail, mace

Stats

Choose one set:

- Bloody-Minded+1, Charming=0, Eldritch+2, Mighty+1, Shifty-1
- Bloody-Minded+2, Charming+1, Eldritch+1, Mighty=0, Shifty-1
- Bloody-Minded+1, Charming=0, Eldritch+2, Mighty+1, Shifty-1
- Bloody-Minded+2, Charming=0, Eldritch+1, Mighty+1, Shifty-1

Moves

You get all of the basic moves, plus two of the following nutjob cleric moves.

○**Healing Prayer:** If someone has fallen down and you use a healing spell to help them, roll+eldritch. On a hit they get up again. On a 7-9 choose 1:

- They're filled with excessive holy vigor, and must try to *kick some ass* against the nearest evildoer they see (or think they see).
- The healing has some embarrassing side effect. The subject changes color, is only able to say one

word, sprouts a funny-looking horn, or similar for the rest of the scene.

○**Justice Fist:** Your strong faith lends might to your fist, which can crush sin and wickedness. Or in other words, you can roll+bloody-minded to *kick some ass*. But try to be all holier-than-thou about it.

○**Mad Eyes:** Whether you intend it that way or not, you have a way of scaring off people you stare down. When you stare someone down, roll+bloody-minded. On a miss your staring and ranting make you look foolish. On a 7-9 they're given pause and take -1forward. On a 10+ they take -1ongoing as long as you can keep staring at them.

○**Punish the Wicked:** When someone is trying to overcome a temptation, you can roll+bloody-minded to interpose and punish them. On a miss you gain their temptation too for the rest of the scene. On a 7-9 you manage to put them off whatever was tempting them for the rest of the scene. On a 10+ you put them off of it for the rest of the session.

○**Shield Spell:** You can roll+eldritch to *endure strife*, or roll+eldritch on behalf of someone else who's trying to *endure strife*.

Temptations

Choose two temptations:

Food, Glory, Good Deeds, Justice, Preaching

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- Your god commanded you to watch over one of them. Tell them connection+1.
- One of them knew you before you became a priest, and has watched your descent into insanity. Tell them connection+2.
- One of them doesn't share your religion, and you routinely end up in arguments about it. Tell them connection+1.

Tell everyone else connection+1. You're not hard to figure out.

On others' turns:

- Choose one you most wish to convert to your faith. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Nutjob Cleric Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again). ○○○○○

- Get +1bloody-minded (max bloody-minded+3), and your booming voice carries even further.
- Get +1charming (max charming+2), and your clothes stay exceptionally clean and pure.
- Get +1eldritch (max eldritch+2), and you emit a white glow when you use magic.
- Get +1mighty (max mighty+2), and you gain a penchant for head-butting enemies.
- Get +1shifty (max shifty+2), and your swift feed kick up a righteous cloud of dust when you make a tactical withdrawal.
- Get a new nutjob cleric move, and you discover an ancient holy relic.
- Get a new nutjob cleric move, and you are the recipient of a prophecy.
- Get a move from another character type.
- Get a move from another character type.

Pure Sacrifice

To create a pure sacrifice, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Title: Brother/Sister, Cantor, High Priest/Priestess, Holy Virgin, Lady/Lord, Maiden of the Sun, Of the Morning Star, The Oracle, Prince/Princess

Given Name: Andromeda, Aurora, Caelum, Celestia, Charles, Charlotte, Claire, Cygnus, Emeraude, Euphemia, Henry, Marie, Ophiuchus, Orion, Rosette

Look

Flowing blond hair, doe-eyed, strange rune mark, starry eyes, occasionally glows, mysterious tattoo, elf, elaborate makeup

Pure white dress, white robe, traveling clothes, tiara, magic staff, ornate jewelry, veil

Stats

Choose one set:

- Bloody-Minded+1, Charming+2, Eldritch+1, Mighty-1, Shifty=0
- Bloody-Minded+1, Charming+2, Eldritch+1, Mighty=0, Shifty+1
- Bloody-Minded-1, Charming+2, Eldritch+1, Mighty=0, Shifty+1
- Bloody-Minded-1, Charming+2, Eldritch+1, Mighty=0, Shifty+1

Moves

You get all of the basic moves, plus two of the following pure sacrifice moves.

○**Almighty Power:** You can call down divine wrath to smite your enemies. Roll+charming. On a miss the divine is not with you and you fall down. On a hit your power makes any minor enemies in the area fall down. On a 7-9 choose one. On a 10+ you get both.

- You are able to use this power without falling down yourself.
- You are able to use this power without harming any of your allies in the area.

○**Blood of Prophecy:** Your blood contains magical power. If you shed blood, it can count as a clue towards a MacGuffin, or give someone else +1forward for any use of magic, but you will take -1ongoing for the rest of the scene. You can do this a second time in a scene, but you will fall down.

○**Bondage-Prone:** You're entirely too accustomed to being tied up. The DM can declare by fiat that you've been captured by bad guys (mark experience each time this happens). When you're captured, you can roll+shifty to try to use the situation to your advantage. On a 7-9 choose 1, on a 10+ choose 3.

- You manage to loosen your bonds at a critical moment.
- If you aren't restrained (or if you use the selection above to get free), you get +1forward to *run away*.
- You distract your captors at a critical moment.
- You learn some useful information from your captors.

○**Damsel in Distress:** Being so frequently captured and such, you have a knack for playing the damsel in distress and motivating any nearby heroes to come to your aid. Roll+charming. On a miss your entreaties come across as annoying. On a hit, anyone trying to rescue you gets +1forward. On a 7-9 choose 1, on a 10+ you get both.

- You don't attract undue attention from the bad guys.
- You yourself don't get an immediate reprisal from the bad guys.

○**Mad Oracle:** When you enter a trance and make a pronouncement about the future, roll+eldritch. On a miss whatever higher power grants you these visions has told you something that seems unlikely and frankly kind of stupid. On a 7-9 roll on the snake eyes random event table. On a 10+ roll on the boxcars random event table. On a hit, whatever you roll on the corresponding random event table will turn out to be true, though possibly in a weird, convoluted way. If you roll boxcars on this move, you can roll *twice* on the boxcars random event table and pick one of the two entries.

Temptations

Choose two temptations:

Fatalism, Love, Lust, Prayer, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them is your sworn protector. Tell them connection+2.
- One of them has a crush on you. Tell them connection+1.
- One of them is secretly plotting to sacrifice you. Tell them connection+1.

Tell everyone else connection+0. You're too used to keeping things secret.

On others' turns:

- Pick the one you find the most worrisome. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Pure Sacrifice Improvement ○○○○○

- Get +1charming (max charming+3), and your eyes take on a dramatic sparkle.
- Get +1eldritch (max eldritch+2), and a glowing magic circle appears on the ground when you use your powers.
- Get +1bloody-minded (max bloody-minded+2), and your moods sometimes affect the weather.
- Get +1mighty (max mighty+2), because sometimes you've got to do things yourself.
- Get +1shifty (max shifty+2), and you have a talent for shuffling away when no one's looking.
- Get a new pure sacrifice move, and you discover a new fragment of the prophecy.
- Get a new pure sacrifice move, and a higher power sends you a message.
- Get a move from another character type.
- Get a move from another character type.

Tweaky Shaman

Creating a Tweaky Shaman

To create a tweaky shaman, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Amal, Fam, Lia, Mao, Nisha, Oak, Ram, Rui, Sheena, Thalia, Viren, Willow

Look

Messy hair, cat eyes, pointed ears, cat tail, bright green hair
Skimpy jungle garb, gnarled wooden staff, tiger skin, giant boomerang

Stats

Choose one set:

- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty-1, Shifty=0
- Bloody-Minded=0, Charming+1, Eldritch+2, Mighty-1, Shifty+1
- Bloody-Minded-1, Charming=0, Eldritch+2, Mighty-1, Shifty+1
- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty=0, Shifty-1

Tweaky Shaman Moves

You get all of the basic moves, plus two of the following tweaky shaman moves.

○**Animality:** You can transform into some kind of fearsome Avatar of Nature's Wrath. You can decide when this is on or off. When it's on, you can roll+eldritch to *kick some ass*, you take +1ongoing to *endure strife*, and -1ongoing to *trick* people. If you fall down while in this form you can't use it during the next scene.

○**Animal Friends:** You possess the ability to talk to animals, though they don't always have something useful to say. If you try to get information from the local wildlife, roll+charming. On a miss they have nothing useful to say, but might have a lot of useless stuff to tell you about. On a miss they rebuff you or waste your time talking about trivialities. On a 7-9 ask 1, on a 10+ ask 3.

- What people have been around here?
- What has been harming the natural world here?

- What has the weather been like?
- Have you seen anything unnatural?
- Can you please bring me something to eat?

○**Spirit Friends:** You can call on nature spirits to aid you in your adventures. When faced with a physical or magical obstacle you can roll+charming. On a hit the spirits deal with it for you, but on a 7-9 the DM chooses 1:

- It was particularly conspicuous.
- Getting through will still be time-consuming.
- The spirits didn't like doing that, and you take -1forward.

○**Storm Spirits:** Though you are loathe to do so (or ought to be), you can call down the destructive spirits of storms to strike down your foes. Roll+eldritch. On a miss the spirits get irritated and zap you (which is painful and conspicuous, but doesn't make you fall down). On a hit the power of the elements makes any enemies in the area fall down, but on a 7-9 the DM chooses one:

- The area becomes extremely difficult to navigate.
- Something important is destroyed or lost.
- The characters are separated from one another.

Temptations

Choose two temptations:

Affection, Food, Lore, Love, Protecting Nature

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them is your bestest friend ever and you'd be totally lost without them. Tell them connection+2.
- One of them is kind of a jerk about how they treat nature. Tell them connection+0.

- You rescued one of them when they were stranded in the wilderness. Tell them connection+2.

Tell everyone else connection+1. You're pretty open and honest overall.

On others' turns:

- Pick the one you think is closest to nature. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Tweaky Shaman Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again). ○○○○○

- Get +1eldritch (max eldritch+3), and your eyes glow with an unearthly light when you commune with the spirits.
- Get +1charming (max charming+2), and you become a bit more lithe and attractive in a feral kind of way.
- Get +1bloody-minded (max bloody-minded+2), and your fangs show when you grimace.
- Get +1mighty (max mighty+2), and you bite when you're mad.
- Get +1shifty (max shifty+2), and you have a habit of pouncing on things.
- Get a new tweaky shaman move, and the spirits tell you that something has them worried.
- Get a new tweaky shaman move, and plants always seem a bit healthier around you.
- Get a move from another character type.
- Get a move from another character type.

Useless Bard

Creating a Useless Bard

To create a useless bard, choose a name, look, stats, moves, temptations, heart's desire, and connections.

Name

Given Name: Anton, Calanon, Camille, Canter, Edward, Elan, Eleniel, Gustave, Melody, Octague, Paulette, Penelope

Family Name: Camus, Chevalier, Dubois, Galliard, Menard, Orleans, Trudeau

Look

Slender, effeminate, long blond hair, excessive makeup

Prissy minstrel, rock star, court jester with bells, ridiculous frills, top hat

Lute, magic wand, flute, guitar, microphone, keytar, songbook, jester's wand with bells, puppet

Stats

Choose one set:

- Bloody-Minded+2, Charming-1, Eldritch+1, Mighty=0, Shifty+1
- Bloody-Minded+1, Charming+1, Eldritch+2, Mighty-1, Shifty-1
- Bloody-Minded+2, Charming=0, Eldritch+1, Mighty-1, Shifty+1
- Bloody-Minded+1, Charming-1, Eldritch+2, Mighty=0, Shifty+1

Moves

You get all of the basic moves, plus two of the following useless bard moves.

○**Annoying Song:** When you give a musical performance, you can be pretty amazingly irritating to listen to. Roll+eldritch. On a miss someone has an urge to hit you. On a 10+ everyone else in the area is incapacitated unless they can *endure strife* and delicate objects may break. On a 7-9 pick one:

- You draw attention from others to yourself.
- Your music breaks something delicate.

○**Eerie Stamina:** If you've fallen down, roll+bloody-minded. On a 10+ you get up, strangely unharmed. On a 7-9 you get up, looking like a terrible mess, and collapse again a short while later.

○**Lullaby:** Although you don't mean it to turn out that way, you have a knack for putting people to sleep, probably by reciting what's supposed to be a rousing epic poem. On a miss someone will most likely tell you to shut up. On a 7-9 you can put people to sleep if they're already tired, and on a 10+ you can put people to sleep regardless of what's going on. Anyone put to sleep by this will wake pretty easily though, especially if someone tries to do something violent to them.

○**Pitiful Tears:** When someone is about to do violence to you, you can try to whine your way out of it. Roll+shifty. On a 10+ they realize you're not worth it and don't bother hitting you. On a 7-9 they try to capture you, tie you up, or similar instead.

○**Punching Bag:** If you get in the way of someone else coming to harm, roll+bloody-minded. On a 10+ you take the brunt of whatever would've affected them. On a 7-9 you also definitely fall down and look stupid. However, on a hit you take -1 forward.

Temptations

Choose two temptations:

Bragging, Drinking, Performing, Romance, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Connections

All of the players introduce their characters and tell the rest of the group a bit about them. Then go around again for Connections. On your turn:

- One of them barely tolerates you because you've proven useful every once in a while. Tell them connection+1.
- One of them smacks you around on a regular basis. Tell the connection+2.
- One of them kind of likes you but doesn't want to admit it. Tell them connection+2.

Tell everyone else connection+1. You're not exactly big on keeping secrets, not when you can sing about things.

On others' turns:

- Pick one you've been composing an epic poem about. Add 1 to whatever they tell you.
- For everyone else, just write down what they tell you.

Useless Bard Improvement

Whenever you roll with a highlighted stat or reset a connection with someone, mark experience. When you mark 5 experience, pick an improvement and erase all the marks. Each time you improve, pick one of the things on this list and check it off (which means you can't use it again). ○○○○○

- Get +1bloody-minded (max bloody-minded+3), and your voice carries even further.
- Get +1charming (max charming+2), and your eyes sparkle when you're emotional.
- Get +1eldritch (max eldritch+2), and you discover a long-forgotten song.
- Get +1mighty (max mighty+2), and you're surrounded by a red aura when you're mad.
- Get +1shifty (max shifty+2), and you learn to speak particularly quickly to finish a poem in a hurry.
- Get a new useless bard move, and you acquire a knack for quickly replacing broken instruments.
- Get a new useless bard move, and you uncover a lost epic poem.
- Get a move from another character type.
- Get a move from another character type.