

Name	
Bloody-minded	Charming
Eldritch	Mighty
Sane	Shifty
Guts ○○○○○○→	
Temptations	
Heart's Desire	

Act Sensibly Despite Temptation

When you try to *act sensibly despite temptation*, roll 2d6 + Sane. 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

Act Under Pressure

When you *act under pressure*, roll 2d6 + Bloody-minded. On a 10+ you bust through and keep going. On a 7-9 you have some difficulty along the way, and on a miss you get in trouble.

Kick Some Ass

When you *kick some ass*, roll 2d6 + 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 your target fall down (if you don't need a MacGuffin to do this).
- Humiliate them.
- Get a *Clue* about them.

Run Away

When you *run away*, roll 2d6 + 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 2d6 + 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 2d6 + 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 an NPC

When you try to *trick an NPC* (who doesn't have MacGuffin protection) roll 2d6 + Charming. 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.

Help

If you try to *help someone out*, roll 2d6 + the same stat they're using. On a hit they get +1 (or some kind of advantage), on a miss they get -1 (or some kind of disadvantage), and on a 7-9 the DM chooses one:

- You expose yourself to danger or retribution.
- The action you were helping has unwanted consequences.

Interfere

If you try to *interfere with someone's action*, roll 2d6 + Shifty. If it's a PC, on a hit they get -2 to their roll, and if it's an NPC you inconvenience them in some way. On a 7-9 you expose yourself to danger or retribution in the process. On a miss the DM chooses one:

- You grant them a +1 to their roll (if it's a PC).
- You give them some kind of advantage, making their action that much more effective.

Buy Stuff

When you *make a significant purchase*, roll 2d6 + Wealth. On a miss you can't get what you're trying to get, and if you got something before paying (like at a restaurant) you can expect the merchant to retaliate. On a 7-9 the DM picks 2, and on a 10+ the DM picks 1.

- You get -1 Wealth.
- There is a small problem with what you bought.
- Your purchase draws unwanted attention.

Don't Go Nuts

When you *spend a Guts point*, roll 2d6 + Sane. On a 10+ you're perfectly fine. On a 7-9 you're worse for wear and it shows. On a miss you have a Stress Explosion.

Have a Stress Explosion

When you miss with the *don't go nuts* move (or when something else tells you to), you *have a Stress Explosion*. Pick one from the list below and role-play an outburst of that kind of behavior.

- Madly pursue one of your Temptations.
- Just totally go berserk.
- Cry, plead, desperately pray, or otherwise have a breakdown.
- Break, steal, or deface some inanimate object.
- Indulge in some simple, basic pleasure (food, romance, gambling, etc.).

Paragon Advances

After you take 5 regular Advances, you qualify to take Paragon Advances.

When you level up you can select Paragon Advances from the list below or from the ones in your class, or you can take more regular Advances from your class. When a Paragon Advance has a blank, fill in a Story Element (see p.

Error! Bookmark not defined.) or something comparable from the fiction.

- +1 to any stat, and random people start recognizing you.
- Change to a different class, and you gain a mentor of that class.
- Get another move from your class.
- Get a move from another class.
- Rewrite your Temptations.
- Rewrite your Heart's Desire.
- Your character retires and finds some kind of happiness.
- With the DM's approval, create a major plot development centering on your character.

Angsty Shadow Warrior

"I was born in the world of shadows, and it yet marks me. All is suffering, pain, and darkness. I'm so depressed."

Whether among the dark elves, the reviled Shadow Tribe, or in a secret order of assassins, you were raised in a realm of darkness. Your combat skills are superb, but you spend so much time brooding that people just find you depressing to be around. Just because you're clad in midnight black and wield a sword made of rare Darkmetal from the Shadowplane doesn't mean you have to be down in the dumps all the time, right?

Name

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

Family (?) Name: Altair, da Firenze, Darkblade, Dracul, Maleficarium, Ravenshadow, Urden, Valentine

Look

Pale skin, gray skin, blue skin, alabaster skin, cryptic tattoos

Long white hair, long black hair, braided white hair, spiky blue hair, shock of purple hair

Black leather with many buckles, ornate black steel armor, black corset and frilly black skirt, frayed black clothes

Stats

Select one set, then increase one stat by 1.

- **Darkblade:** Bloody-Minded -1, Charming -1, Eldritch +1, Mighty +1, Sane +0, Shifty +0
- **Shadow Assassin:** Bloody-Minded +0, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +1
- **Umbral Warrior Mage:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty -1, Sane +1, Shifty -1

Moves

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

ODepressing Philosophy: When you tell *people about what you consider to be the true nature of the world*, roll 2d6 + 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.

OShadow Blade: You possess (or can conjure) a sword made of pure darkness wreathed in purple flames or some such. You can roll 2d6 + Eldritch to *kick some ass*.

OShadow Walk: You have the ability to use shadow magic to vanish from sight and travel through the shadows. Roll 2d6 + Shifty; on hit pick 1. On a 10+ you get +1 forward.

- 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.

OThin 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 2d6 + 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.

OTrauma Switch: When *someone brings up something that somehow connects to a painful memory of yours*, roll 2d6 + Bloody-minded. On a miss, you wallow in self-pity for a bit. On a 7-9 you flip out and attack someone with +1 forward. On a 10+ you take +1 ongoing to tenaciously attack someone until one of you falls down or the scene ends.

OUnfettered Sight: All that time gazing into the abyss has given you the ability to look at the world as it really is, which is frankly rather depressing, but also useful. When you *stop and contemplate the situation*, roll 2d6 + Sane. On a miss, you get depressed for a while and take -1 forward. On a 7-9 choose 1, on a 10+ choose 2:

- You notice something important that everyone else has been missing.
- You receive a *Clue*.
- You realize the solution to a problem.

Temptations

Choose two temptations:

Brooding, Fine Food, Friendship, Lore, Love

Your Heart's Desire

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

Story Threads

- _____ always tells you when you're being stupid and emo.
- _____ has a secret power over you.
- _____ was the one who brought you out of the darkness and into the light.
- You have a crush on _____. But it's a secret. You don't care. Shut up.
- You know that some dark power is after _____.

Angsty Shadow Warrior Advances

- Get +1 Bloody-minded, and a member of your tribe tells you that you're cursed.
- Get +1 Charming, and there is a faraway gleam in your eyes like moonlight.
- Get +1 Eldritch, and wisps of shadow follow you around.
- Get +1 Mighty, and nocturnal animals keep a respectful distance from you.
- Get +1 Sane, and dealing with your friends gives you headaches.
- Get +1 Shifty, 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 class.
- Get a move from another class.

Angsty Shadow Warrior Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- You achieve a moment of perfect clarity that puts it all into perspective.
- You discover that _____ was behind the betrayal that put you in this state.
- Your actions let you reform one key aspect of your culture once and for all.

Chosen Visitor

"If this is anything like in Dragon Fantasy VI, in the next part we'll take an airship to the moon."

Your memory is a bit fuzzy, but you're pretty sure you died. There was a speeding truck, a moment of pure adrenaline, and searing pain. But at least that cute girl you never got around to talking to was safe. The next thing you knew, you were talking to a goddess. She told you that you had two choices: literally go to hell, or go to another world and fight the Dark Lord. You took the second one, and found yourself in this strange world full of magic and monsters with a magic sword in your hand and people calling you the Chosen One. You're beginning to wonder if you did something to piss that goddess off, because having everyone trying to kill, use, or worship you is exhausting.

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

Spiky hair, short parted hair, long straight hair, bobbed hair, pigtails, stylish feathered hair, twin tails

Dewy eyes, mean eyes, keen eyes, thick glasses, thin 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

Select one set, then increase one stat by 1.

- **Chosen Seer:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty +0
- **Ordinary Kid:** Bloody-minded -1, Charming +0, Eldritch +1, Mighty +0, Sane +1, Shifty -1
- **Plucky Hero:** Bloody-minded +1, Charming +0, Eldritch +0, Mighty +1, Sane -1, 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 2d6 + 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 2d6 + 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 classes listed below. You can take this move a second time and gain a second move if you wish.

- Almighty Power (Pure Sacrifice)
- Big Bang (Explosive Mage)
- Healing Prayer (Fanatical Cleric)
- Legendary Sword (Dumb Fighter)
- Obnoxious Little Familiar (Explosive Mage)
- 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 2d6 + 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.

Story Threads

- _____ showed up on Earth and is somehow responsible for your predicament.
- _____ took a memento of home from you.
- _____ was so crazy about you being the Chosen One that you started avoiding them.
- _____ welcomed you when you first came to this world.
- An oracle told you that you must find _____ to save the world.

Chosen Visitor Advances

- Get +1 Eldritch, and you begin having strange visions.
- Get +1 Bloody-minded, and a vein in your forehead throbs when you get mad.
- Get +1 Charming, and your eyes have an alluring sparkle to them.
- Get +1 Mighty, and you can crack your knuckles loudly before a fight.
- Get +1 Sane, and you sigh a lot.
- Get +1 Shifty, 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 class.
- Get a move from another class.

Chosen Visitor Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- You discover the means to go home, but are reluctant to use it.
- You find out exactly what your true purpose is here.
- You learn that _____ was the true cause of your arrival in this world.

Conniving Thief

"Well if they didn't want it to be stolen they shouldn't have left it there with only nine guards!"

Adventurers seldom have great relationships with the law, but an out and out thief necessarily views the law as something for other people. There are a few who try to dress their profession up as "treasure hunting," but by and large a thief is someone who takes things that belong to others. It should go without saying that a thief isn't always the best traveling companion, especially if you're a fan of having your possessions stay where you left them and not having party members show up on wanted posters. Of course, sometimes you really need someone who can steal from *bad* people. So that's okay then. You guess.

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, slick rogue

Leather armor, clothes with lots of pockets, dressed in black, layer of grime, swashbuckler finery

Goggles, extensive supply of daggers, bandana, rakish hat, cool scarf, hooded cloak

Stats

Select one set, then increase one stat by 1.

- **Charming Knave:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty -1, Sane +0, Shifty +1
- **Clever Treasure Hunter:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty +0, Sane -1, Shifty +1
- **Slimy Cutpurse:** Bloody-minded +1, Charming -1, Eldritch +0, Mighty +0, Sane -1, Shifty +1

Moves

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

● **What's Yours Is Mine:** You are always stealing small random objects, and occasionally bigger, important objects. You can simply declare that you've stolen something minor, and you can spend a Guts point to declare that you've already stolen something important when no one was looking, as long as the target of the theft doesn't have MacGuffin protection.

○ **Backstab:** You can roll 2d6 + Shifty to *kick some ass*.

○ **Dragon's Eleven:** When you *attempt a robbery*, roll 2d6 + 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.

○ **I Know a Guy:** You have a lot of connections in various towns and cities. When you *look for someone to do stuff for you or give you information*, roll 2d6 + Charming. On a miss, you find someone who holds a grudge for something you did in the past. On a 7-9 the DM chooses 2, on a 10+ the DM chooses 1:

- It's going to cost you; use the *buy stuff* move.
- They want you to do something risky for them in return.
- They want you to do something humiliating for them in return.
- Your transaction does not go unnoticed.

○ **Not Me:** You have a knack for avoiding or shifting blame. When you try to *hide or shift the blame*, roll 2d6 + Charming to try to hide or shift the blame. On a miss, they 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 slip up.

○ **Sneaky Bastard:** When you're *being stealthy*, roll 2d6 + 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 +1 forward 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.

Story Threads

- _____ has inexplicably taken a liking to you.
- _____ helped you with a difficult heist for some reason.
- _____ is convinced you stole something from them.
- If you don't steal a certain valuable thing, _____ is going to come after you.
- Your bragging has caught _____'s attention.

Conniving Thief Advances

- Get +1 Bloody-minded, and a vein throbs in your forehead when you're mad.
- Get +1 Charming, and you occasionally have people asking for autographs.
- Get +1 Eldritch, and one of your past associates reveals themselves to be involved in a powerful cult.
- Get +1 Sane, and it occurs to you that books are also worth stealing.
- Get +1 Shifty, and other thieves show you respect, after a fashion.
- Get +1 Mighty, 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 class.
- Get a move from another class.

Conniving Thief Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- A band of thieves ask you to lead them to deal with _____.
- Someone very powerful offers to employ you.
- You steal something that ought to be intangible or abstract. You cannot explain how.

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. There are plenty of warriors who are quite intelligent, but you kind of live up to the 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.

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): Bare Hands, Battle Axe, Broadsword, Great Club, Katana, Long Sword, Spear, Sword and Shield, Twin Short Swords, Warhammer

Look

Muscular, lithe, deceptively average build, unusually tall, beautiful and athletic

Metal armor, tabard, loincloth and boots, chainmail bikini, common tunic and breeches, leather kilt, shirtless but with leather pants

Decked out with many weapons, wicked scar, headband, magic amulet, shoulder spikes, winged helmet

Stats

Select one set, then increase one stat by 1.

- **Big Bruiser:** Bloody-minded +1, Charming -1, Eldritch -1, Mighty +1, Sane +0, Shifty +0
- **Legendary Hero:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Unexpectedly Clever Swordsman:** Bloody-minded -1, Charming +0, Eldritch -1, Mighty +1, Sane +0, Shifty +1

Dumb Fighter Moves

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

OBerserker 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.

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

OMeat Shield: If you *put yourself in harm's way to protect someone else*, roll 2d6 + 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.

OOblivious: When *someone is trying to intimidate, manipulate, or scare you*, roll 2d6 + Mighty. On a 10+ it has no effect. On a 7-9 you are troubled and distracted, but otherwise unaffected.

OWarrior's Charisma: You can roll 2d6 + Mighty to *trick an NPC*.

OWarrior's Insight: If you *fight someone in melee combat*, roll 2d6 + 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.

Story Threads

- _____ is a friendly rival you periodically brawl with.
- _____ is an adventuring companion you've been with through thick and thin.
- _____ is certain that you have a great destiny before you.
- _____ is constantly underestimating you.
- _____ looks up to you for your bravery.

Dumb Fighter Advances

- Get +1 Mighty, and your weapon gleams dramatically when you prepare to do battle.
- Get +1 Bloody-minded, and a vein bulges in your forehead when you're angry.
- Get +1 Charming, and your armor tends to get damaged in conveniently revealing ways.
- Get +1 Sane, and your battle tactics are rather sensible.
- Get +1 Shifty, 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 class.
- Get a move from another class.

Dumb Fighter Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- After many clashes, _____ becomes your friend.
- Your favorite weapon turns out to be of great historical significance.
- Your mentor tells you that they want you to be their successor.

Explosive Mage

"That was the last slice of cake! Now I'm really mad! PRISMATIC SPRAY!"

You don't look like much. If anything, you look like some weirdo with a bad dress sense. But people who cross you have a way of blowing up. Most wizards seek apprentices who will use their magic for the betterment of the world, but some just want to run around making things explode for fun and profit. When someone like that is in the area, people learn to stay the hell away if they can help it.

Name

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

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

Master of the (Favorite Spell): Apocalypse Shard, Flame Tempest, Gravity Storm, Ice Storm, Mega Flare, Meteor Swarm, Prismatic Spray, Thunder Blitz, Wrath of Abraxas

Look

Redhead, long black hair, long blond hair, spiky hair, shock of white hair, quirky hairstyle, funny hat

Gothic Lolita, scantily clad, skull motif, witch garb, colorful clothes, stereotypical wizard

Magic staff, magic wand, mystic grimoire, eldritch orb, celestial calligraphy, arcane scepter

Stats

Select one set, then increase one stat by 1.

- **Sexy Sorcery:** Bloody-Minded +0, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty -1
- **Sneaky Mage:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +1
- **Mystic Maniac:** Bloody-Minded +1, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +0

Moves

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

● **Big Bang:** You *toss out a massive destructive spell*. To use this move you have to either spend a Guts point or Fall Down immediately after using it. Roll 2d6 + Eldritch. On a 7-9 choose 1. On a 10+ you get all 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.

● **Medium Bang:** You can roll with Eldritch instead of Mighty to *kick some ass*.

○ **Big Ritual Magic:** When you *perform a ritual to cast a powerful spell*, describe how you gather special spell components and take some time chanting and such, and then roll 2d6 + Eldritch. On a miss the ritual fails in some way and the DM chooses 2:

- It costs you a Guts point.
- The spell's failure causes a dangerous side-effect or it has the opposite of the effect you intended.
- It does something humiliating to you.
- It makes you fall down.

On a 7-9 choose 1, on a 10+ choose 2:

- It doesn't cost you a Guts point. (If you don't select this it does cost a Guts point.)
- The spell has the intended effect. (If you don't select this its effect is off in some way.)
- The spell doesn't consume a valuable spell component.

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

○ **Dangerous Reputation:** When *ordinary people become aware of who you are and what you can do*, roll 2d6 + 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 may try to act against you if they think they can get away with it.

○ **Obnoxious Little Familiar:** You have some kind of creature magically bound to you that can help you out. Decide what it looks like (cat, raven, frog, elemental spirit, pixie, etc.) and what its personality is like (fawning, argumentative, lazy, hedonistic, pragmatic, etc.) When you *send your familiar on an errand*, roll 2d6 + Charming. On a miss your familiar ignores you, screws up, or draws unwanted attention. On a 7-9 your familiar more or less gets it right, but some aspect of the errand doesn't turn out the way you wanted. On a 10+ your familiar actually does it right.

○ **Weird Little Cantrips:** You can roll 2d6 + Eldritch try to *accomplish a mundane task with gratuitous magic*, using telekinesis or conjuring small, temporary objects. On a 10+ it works perfectly. On a 7-9 it works, but it's flawed and obviously unnatural in some way. On a miss it goes wrong, in a way that is either disastrous or just humiliating.

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.

Story Threads

- _____ wants you to perform a powerful and dangerous spell.
- _____ was in the same magic school or apprenticeship as you.
- You accidentally blew up something important belonging to _____.
- You and _____ have been adventuring for a while, and you've been together through thick and thin.
- You know that _____ could be useful in a very powerful ritual.

Explosive Mage Advances

- Get +1 Bloody-minded, and your eyes glow red when you're mad.
- Get +1 Charming, and you start wearing a new piece of occult jewelry.
- Get +1 Eldritch, and your eyes glow whenever you use powerful spells.
- Get +1 Mighty, and your physical feats are accompanied by sparks of magical power.
- Get +1 Sane, and you start making calculations for your spells.
- Get +1 Shifty, and your shadow sometimes has a mind of its own.
- 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 class.
- Get a move from another class.

Explosive Mage Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- _____ is actually after you alone, and has no interest in your allies.
- The spell you've been using could be the tool you need to defeat a great evil, but it also carries terrible risks.
- Your magic brings you in mental contact with one of the Elder Dragons.

Fanatical Cleric

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

Most people don't take religion *too* seriously. They attend church, make the occasional offering, and that's that. Others take it very seriously and start making demands of others to follow scripture to the letter. And a few just take it way too far. Most priests are content to hold worship services, inscribe manuscripts, and pray a bunch. Clerics prefer a more hands-on approach to religion, going into battle to serve their gods with blazing divine power. Normal people find comfort in religion, normal clergy find a calling in religion, and clerics believe everything with a burning certainty that makes even other church officials wonder if the whole thing is really a good idea.

Name

Title: Archpriest, Bishop, Brother, Cardinal, Deacon, Elder, Father, Godman, Inquisitor, Maester, Mother, Reverend, Saint, Sister, Super Reverend, Turbo Reverend

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

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

Look

Fanatical girl, mustachioed freak, bald monk, grim crusader, beautiful priest
White robes, nun habit, chainmail and tabard, black priest garb, ragged clothes

Oversized holy symbol, mace shaped like a fist, anointed warhammer, holy staff, spiked mace, massive holy book

Stats

Select one set, then increase one stat by 1.

- **Battle Priest:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty +1, Sane -1, Shifty -1
- **Holy Invoker:** Bloody-Minded +1, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +0
- **Street Preacher:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty +0, Sane -1, Shifty -1

Moves

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

ODivine Visions: Your god sometimes sends you visions, or so you claim anyway. When you *make an entreaty to your god to show you visions*, roll 2d6 + Eldritch. On a 7-9 pick one. On a 10+ pick 2.

- Your god doesn't strike you with lightning bolts or similar.
- You get a vision of something important that may help you.
- You receive a Clue about a foe.

OHealing Prayer: If someone has fallen down and you *use a healing spell to help them*, spend a Guts point and roll 2d6 + 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.
- They promptly have a Stress Explosion.

OJustice Fist: Your strong faith lends might to your fist, which can crush sin and wickedness. Or in other words, you can roll 2d6 + Bloody-minded to *kick some ass*. But try to be all holier-than-thou about it.

OMad 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 2d6 + Bloody-minded. On a miss, your staring and ranting make you look foolish. On a 7-9 they're given pause and take -1 forward or are put at a disadvantage. On a 10+ they take -1 ongoing as long as you can keep staring at them.

OPunish the Wicked: When someone is trying to overcome a temptation, you can roll 2d6 + 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.

OShield Spell: You can roll 2d6 + Eldritch to *create a magical shield to protect someone from danger*. On a miss your shield is badly placed or otherwise ineffective. On a 10+ it completely protects them from harm. On a 7-9 they're more or less protected, but choose one:

- They're much worse for wear.
- The spell temporarily marks them in some way.
- They have a Stress Explosion.

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.

Story Threads

- _____ doesn't share your religion, and you routinely end up in arguments about it.
- _____ has insulted your god, and you haven't forgiven them yet.
- _____ knew you before you became a priest, and has watched your descent into fanaticism.
- A vision has led you to believe you must protect _____.
- Your god commanded you to do something about _____.

Fanatical Cleric Advances

- Get +1 Bloody-minded, and your booming voice carries even further.
- Get +1 Charming, and your clothes stay exceptionally clean and pure.
- Get +1 Eldritch, and you emit a white glow when you use magic.
- Get +1 Mighty, and you gain a penchant for head-butting enemies.
- Get +1 Sane, and your holy visions become less frequent.
- Get +1 Shifty, and your swift feet kick up a righteous cloud of dust when you make a tactical withdrawal.
- Get a new fanatical cleric move, and you discover an ancient holy relic.
- Get a new fanatical cleric move, and you are the recipient of a prophecy.
- Get a move from another class.
- Get a move from another class.

Fanatical Cleric Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- A divine vision makes it all clear: You know how to deal with _____.
- A portion of the things you have put forth are added to the church's canon.
- Your church reluctantly makes you the leader of an order.

Foolhardy Bard

"The Song of Corathion is one of the great works of elven literature, and you will listen and appreciate it even if blunt trauma is required!"

A bard is a poet, minstrel, and storyteller all rolled into one. Their craft takes many years of training as well as a certain natural talent. A master bard's performances are literally magical, and can move hearts and minds and pluck at the threads of the tapestry of the world like the strings of a harp. A lot of bards strive for a cushy position in a royal court, but you're not like that. You want to be out in the world, seeing brave deeds firsthand! Sure, it means facing mortal peril, having bad food, sleeping on rocks... but they kicked you out of the bard college, so it's the open road for you!

Name

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

Family Name: Ayrshire, Camus, Chevalier, Dubois, Galliard, Menard, Orleans, Shakespeare, Taliesin, Trudeau

Look

Prissy minstrel, rock star, court jester with bells, elaborate fop, scruffy skald
Stylish blond hair, elaborate curls, mullet, messy black hair, wavy red hair
Lute, magic wand, flute, guitar, microphone, keytar, songbook, jester's wand with bells, hand puppet

Stats

Select one set, then increase one stat by 1.

- **Prissy Minstrel:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +0
- **Rock Star:** Bloody-Minded +1, Charming +1, Eldritch +0, Mighty -1, Sane +0, Shifty -1
- **Unrelenting Skald:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty +0, Sane -1, Shifty -1

Moves

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

○Annoying Song: When you give a musical performance, you can be pretty amazingly irritating to listen to if you want to. Roll 2d6 + Eldritch. On a miss someone has an urge to hit you. On a 10+ NPCs in the area flinch and cover their ears, while PCs must *act under pressure* to do anything at all, and delicate objects may break. On a 7-9 pick one:

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

○Lullaby: Although you don't necessarily mean it to turn out that way, you have a knack for putting people to sleep. Roll 2d6 + Eldritch; 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.

○Masterpiece Instrument: You carry around an instrument that is a true masterpiece, a work by a master craftsman imbued with magic or that simply some famous owners. The instrument and the sound it produces count as a *clue* towards a MacGuffin.

○Punching Bag: If you get in the way of someone else coming to harm, roll 2d6 + Bloody-minded. On a hit you take the brunt of whatever would've affected them and take -1 forward. On a 7-9 you also definitely fall down and look stupid.

○Rousing Song: When you try to *encourage your friend by playing a rousing song*, roll 2d6 + Charming. On a miss your song turns out to be annoying or distracting. On a hit your allies feel more motivated; pick one from the list below. On a 10+ pick two.

- You can give any number of your Guts points to allies.
- You can spend a Guts point to revive someone who has Fallen Down.
- Your allies get +1 forward.
- Your group generally looks intimidating and badass, making your foes flinch.

○Vicious Mockery: When you *deliver a vicious insult against someone*, roll 2d6 + Bloody-minded. On a miss your insult falls flat and you look kind of dumb yourself. On a 7-9 pick one, and on a 10+ pick two:

- The target is humiliated.
- The target is momentarily distracted.
- The target is momentarily vulnerable. The next character to act against them gets +1 to their roll or another small advantage.

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.

Story Threads

- _____ likes you but doesn't want to admit it.
- You just know that _____ is going to be the stuff of legend.
- You know a song that is of great interest to _____.
- You know the songs about _____, much to their chagrin.
- You once played a song just for _____.

Foolhardy Bard Advances

- Get +1 Bloody-minded, and your voice carries even further.
- Get +1 Charming, and your eyes sparkle when you're emotional.
- Get +1 Eldritch, and you discover a long-forgotten song.
- Get +1 Mighty, and you're surrounded by a red aura when you're mad.
- Get +1 Sane, and your grasp of rhyme and meter suddenly improves.
- Get +1 Shifty, and you learn to speak particularly quickly.
- Get a new foolhardy bard move, and you acquire a knack for quickly replacing broken instruments.
- Get a new foolhardy bard move, and you uncover a lost epic poem.
- Get a move from another class.
- Get a move from another class.

Foolhardy Bard Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- Despite everything, you summon up the courage to keep singing, no matter what happens.
- Just this once, you compose a song that is perfect to give hope to the people.
- There is a song you learned long ago, one you're never supposed to sing, that has power over _____.

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 leads to 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. Love is a powerful force however (also some people and dragons have very particular kinks), so there are those exceptions. Half-dragons tend to look mostly human apart from some specific draconic traits, but they also tend to be very powerful, and with all the self-control of a gold-loving dragon. 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!

Name

Alexander, Cici, Draco, George, Helios, Jezebel, Levi, Long, Naga, Pink, Sol, Spark, Tatsu, Tia, Tim, Vex

Look

Catlike eyes, wild hair, fangs, fin ears, brightly colored hair, face markings, vividly colored skin

Dragon tail, claws, horns, wings, scaly legs, big forehead horn

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

Stats

Select one set, then increase one stat by 1.

- **Good-Natured:** Bloody-Minded -1, Charming +1, Eldritch +0, Mighty +1, Sane +0, Shifty -1
- **Little Monster:** Bloody-Minded +1, Charming +0, Eldritch +0, Mighty +1, Sane -1, Shifty -1
- **Sexy Dynamite:** Bloody-Minded +0, Charming +1, Eldritch -1, Mighty +1, Sane -1, Shifty +0

Moves

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

ODraconic Charisma: You gain +1 Charming.

ODraconic Fear Aura: When you try to *scare someone (or you just do something scary)*, roll 2d6 + 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.

ODragon Wings: You have wings that let you fly. You can roll 2d6 + Mighty to *run away*, and flying lets you get to places you wouldn't normally be able to.

OFamily Hoard: You have access to your draconic parent's treasure hoard. When you *take something you want or use gold from the hoard to buy something*, roll 2d6 + Charming. On a miss your parent delivers some kind of punishment. On a hit you're able to get the thing you want, but on a 7-9 you attract unwanted attention in the process.

OFire Breath: You inherited your draconic parent's ability to breathe fire. When you use this, roll 2d6 + 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.

ORidiculously Strong: You are staggeringly strong. When you *attempt a feat of strength*, roll 2d6 + Mighty. On a miss you break something, but not in a useful way. On a hit you get 1 from the list below, 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.
- You throw something an impressive distance.
- You restrain someone or something, but you can't do anything else while you hold them.

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.

Story Threads

- _____ fears you will interfere with their plans.
- _____ was in love with one of your parents, and bears a grudge against your other parent.
- _____'s parents asked you to take good care of them.
- You're avoiding _____ because they seem to want to do something untoward to you.
- You're hopelessly in love with _____.

Half Dragon Advances

- Get +1 Mighty, and a knight declares he's going to slay a dragon whose description sounds a lot like you.
- Get +1 Charming, and your healthy skin positively gleams.
- Get +1 Eldritch, and one of the elder dragons reveals themselves to you.
- Get +1 Bloody-minded, and smoke comes out of your nose and ears when you're mad.
- Get +1 Sane, and you get a bit better at not breaking things.
- Get +1 Shifty, 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 class.
- Get a move from another class.

Half Dragon Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- _____ has the means to make you fully human, if you wish to take it.
- A major ruler falls in love with you and tries to win your favor.
- You discover you're actually half Kaiser Dragon, and have a great destiny before you.

Kooky Shaman

"The spirits say you're a big fat jerk!"

Deep in the wilderness there are those peoples who live close to nature, the wild elves, the catfolk, and the barbarian tribes. You were special; you grew up with the spirits your constant companions. This has made even other members of your tribe find you a bit weird and off-putting, which in turn has made you become that much more eccentric and lonely. It's a vicious cycle. But these adventurers, who are always running around and doing neat stuff? They're already weird, so you fit right in with them. They don't always respect nature as much as you'd like, but maybe you can fix that.

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, growing moss, surrounded by birds

Skimpy jungle garb, tiger skin, clad in leaves, patchwork clothes, weird wooden armor

Gnarled wooden staff, giant boomerang, shillelagh, glowing crystal, scary mask, big wooden club, handmade longbow

Stats

Select one set, then increase one stat by 1.

- **Adorable Wild Child:** Bloody-minded +0, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty -1
- **Feral Weirdo:** Bloody-minded +1, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +0
- **Noble Druid:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty +0, Sane +0, Shifty -1

Kooky Shaman Moves

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

○Animality: You can transform into a fearsome Avatar of Nature's Wrath. You can decide when this is on or off. When it's on, you can roll 2d6 + Eldritch to *kick some ass*, you take +1 ongoing to *act under pressure*, and you take -1 ongoing to anything that requires subtlety. If you fall down while in this form, you can't use it during the next scene.

○○Animal Companion: You have an animal friend who follows you around. This is a non-magical animal, though cleverer than normal and very loyal to you. Decide what kind of animal it is (wildcat, wolf, eagle, squirrel, etc.), its general temperament, and name. Pick one thing your companion can do for you from the list below. You can take this move a second time to get another thing from the list.

- Your companion can shield you from danger. Once per session if you're going to fall down your companion can sacrifice themselves and fall down in your place.
- Your companion can fight for you. When they do, you can roll 2d6 + Charming to *kick some ass*.
- Your companion can scout and track for you. When they look for something for you, roll 2d6 + Charming. On a miss they don't find anything or find a false positive. On a 7-9 they get on the trail of what you're looking for, and on a 10+ they quickly spot it.

○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 2d6 + Charming. 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?

○Savage Curse: When you give in to bad stereotypes and *put a terrible curse on someone*, roll 2d6 + Eldritch. On a 7-9 hold 1, on a 10+ hold 3. On a miss the DM holds 1 on you. You can spend a hold to afflict them with any of the things listed below for the rest of the scene. You lose these holds if you don't use them by the end of the session.

- They spontaneously develop a skin condition or similar affliction.
- Their voice changes, they start speaking a foreign language, or they start spewing gibberish.
- They transform into the opposite sex, a different humanoid species, or similar.

○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 2d6 + 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 -1 forward.

○Storm Spirits: Though you are loath to do so (or ought to be), you can *call down the destructive spirits of storms to strike down your foes*. Roll 2d6 + Eldritch and spend a Guts point. 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.

Story Threads

- _____ is kind of a jerk about how they treat nature.
- _____ is your bestest friend ever and you'd be totally lost without them.
- The spirits told you that _____ is in great danger.
- You and _____ are bound together by a strange ritual.
- You rescued _____ when they were stranded in the wilderness.

Kooky Shaman Advances

- Get +1 Eldritch, and your eyes glow with an unearthly light when you commune with the spirits.
- Get +1 Charming, and you become a bit lither and more attractive in a feral kind of way.
- Get +1 Bloody-minded, and your fangs show when you grin.
- Get +1 Mighty, and you bite when you're mad.
- Get +1 Sane, and every now and then you stop to drink in the beauty of nature.
- Get +1 Shifty, and you have a habit of pouncing on things.
- Get a new kooky shaman move, and the spirits tell you that something has them worried.
- Get a new kooky shaman move, and plants always seem a bit healthier around you.
- Get a move from another class.
- Get a move from another class.

Kooky Shaman Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- The spirits point the way to _____.
- The spirits reveal a secret to you that could shake the foundations of the world.
- You discover a sacred place of unimaginable natural beauty.

Pure Sacrifice

"If I cannot reach the Dragon Altar before the Demon Lord, this world will be doomed. Please, you must take me there safely. I only have five or six trunks to bring with me..."

Whether by circumstance or divinely inscribed destiny, history periodically furnishes individuals who (apparently) must sacrifice themselves for the greater good. Such innocent princesses, priestesses, or maidens (or princes, priests, or young men) can wield terrible divine power, but desperately need protection until the time comes to fulfill their destinies. Being so important to the future of the world, you've gotten oddly accustomed to being captured, but your escorts (and perhaps the overly potent divine powers granted to you) will see you through.

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, starry eyes, occasionally glows, high elf, elaborate makeup

Tiara, strange rune mark, mysterious tattoo, crystal in forehead, actual angel wings, mysterious discolored eye

Pure white dress, white robe, traveling clothes, elaborate fancy clothes, Japanese miko outfit

Stats

Select one set, then increase one stat by 1.

- **Holy Dancer:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty +0
- **Pure Divinity:** Bloody-minded +0, Charming +1, Eldritch +0, Mighty -1, Sane +1, Shifty +0
- **Willful Scion:** Bloody-minded +0, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +1

Moves

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

OMighty Power: You can *call down divine wrath to smite your enemies*. Roll 2d6 + 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.

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

OBondage-Prone: You're entirely too accustomed to being tied up. The DM can declare by fiat that you've been captured by bad guys, and you gain a Guts point when you get free. *When you're captured and you try to use the situation to your advantage*, roll 2d6 + Shifty. 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 +1 forward to *run away*.
- You distract your captors at a critical moment.
- You learn some useful information from your captors.

ODamsel in Distress: Your ability to motivate others to come to your aid lets you give your Guts points to others if they're trying to rescue or protect you.

OMad Oracle: When you enter a trance and make a pronouncement about the future, roll 2d6 + Eldritch. On a miss, the higher power that 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.

ORoyal Privilege: You can use your impressive rank to open doors where you might not be able to otherwise. You can roll 2d6 + Charming to *buy stuff*, but on a miss your identity is revealed, and this creates enough of a ruckus that your purchase kind of gets forgotten, and on a 7-9 the DM may declare that you attracted unwanted attention in place of one of the two *buy stuff* bullet point options.

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.

Story Threads

- _____ has a crush on you.
- _____ is secretly plotting to sacrifice you.
- _____ is your sworn protector.
- You know you need _____ in order to fulfill your destiny.
- You really don't understand what's going on with _____, but something's wrong.

Pure Sacrifice Advances

- Get +1 Bloody-minded, and your moods sometimes affect the weather.
- Get +1 Charming, and your eyes take on a dramatic sparkle.
- Get +1 Eldritch, and a glowing magic circle appears on the ground when you use your powers.
- Get +1 Mighty, because sometimes you've got to do things yourself.
- Get +1 Sane, and when things get to you, you stop, close your eyes, and take a deep breath.
- Get +1 Shifty, 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 class.
- Get a move from another class.

Pure Sacrifice Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- You learn the true intentions of the ones who set you on this path.
- You now know that love will be _____'s undoing.
- You receive a sign from on high, that the prophecy that led you here was not what you thought it was.

Ruthless Warlord

"I suppose my legend will have rooms for companions. You may join me, so long as you are prepared to die in glorious battle."

Perhaps even more important than warriors are those with the skill to command them. The great battle commanders are known as warlords, men and women whose charisma, tactical acumen, and bloody-minded persistence make them devastating opponents. No warlord is a "normal" person per se, but some are pretty out there. Adventuring with one of these weirdoes is a mixed bag. On the one hand, they're usually scarily competent at leading warriors into battle and ensuring that no enemies are left standing. On the other hand, most of them are a little too willing to do just that, and some have... unorthodox methods of motivating their troops.

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

Look

Sharp blue eyes, piercing black eyes, intense red eyes, fierce green eyes

White dress, ornate silvery armor, crisp military uniform with epaulets, skull-laden demonic warlord gear, savage hide armor, ornate lacquered armor, war paint

Ornate long sword, whip, shield with family crest, cavalry saber, military banner, giant warhammer, hook sword, riding crop, massive greatsword, fancy pole arm

Stats

Select one set, then increase one stat by 1.

- **Brutal Captain:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Captain Charisma:** Bloody-minded +0, Charming +1, Eldritch +0, Mighty +1, Sane -1, Shifty -1
- **War Diva:** Bloody-minded +1, Charming +1, Eldritch -1, Mighty +0, Sane -1, Shifty +0

Moves

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

OFighting 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*, as long as you can communicate with them. In a situation where you would fall down, you can roll 2d6 + Charming; on a hit, they take the attack and fall down in your place, but on a 7-9 they're out of commission for the rest of the session.

OKeep on Shouting: You have a certain knack for shouting and blustering with such force that people do what you want out of fear or sheer reflex. When you yell at an NPC to get them to do something, roll 2d6 + Bloody-minded. On a miss your shouting is just obnoxious. On a 7-9 they do what you want, but briefly and distractedly, more hoping it'll get rid of you soon than anything. On a 10+ they rush to do what you're demanding.

OMaster Tactician: Your keen insight lets you read an opponent as few can. If you *take a moment to observe an opponent*, roll 2d6 + 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 +1 forward against them.
- You figure out what they're going to do next.

OSpring 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 2d6 + 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.

OVicious Taunt: You really know how to make an insult that hurts and digs deep. When you *deliver a vicious taunt to someone*, roll 2d6 + 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 -1 forward (if a player character) or grants +1 forward to the next character who acts against them (if an NPC).
- The target stumbles at a critical moment.
- The target is publicly humiliated.

OWhip 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*, spend a Guts point and roll 2d6 + 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 -1 ongoing for the rest of the scene.
- They promptly have a Stress Explosion.

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.

Story Threads

- _____ gets suckered in by your charisma, but doesn't want to admit it.
- _____ is your biggest fan.
- _____ served with you during the war.
- For glory and pride, you must acquire _____ at all costs.
- You were supposed to receive _____ as a reward for your service in the army.

Ruthless Warlord Advances

- Get +1 Charming, and there is a manic gleam in your eyes.
- Get +1 Bloody-minded, and your eyes glow red when you're mad.
- Get +1 Eldritch, and you come across some kind of artifact.
- Get +1 Mighty, and an annoying troupe of minstrels sings your praises.
- Get +1 Sane, and your friends know to back off when you get *that* look in your eyes.
- Get +1 Shifty, and you start seeing your picture on wanted posters now and then.
- Get a new ruthless warlord move, and someone gives you a magnificent mount.
- Get a new ruthless warlord move, and your full armor is positively dazzling when you go to battle.
- Get a move from another class.
- Get a move from another class.

Ruthless Warlord Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- _____ comes to fear you, perhaps irrationally.
- A powerful being, moved by your exceptional courage, grants you a boon.
- You rally an army to your cause.

Shiny Paladin

"Oho! A dragon, eh? Very well! I shall face it in honorable single combat!"

A paladin is a holy knight, a paragon of virtue of such intensity that many people find them utterly insufferable, even in the church. They follow a special Paladin's Code, and insist on things like fighting honorably, always telling the truth, and following the exact letter of the law. On the plus side, a paladin in gleaming armor is usually a terribly effective warrior (when he doesn't find a Lawful Good reason to not fight), or at the very least a rather distracting target for your foes.

Name

Title: Dame, Lady, Lord, Maid, Ritter, Seigneur, Ser, Sir

Name: Charles, Clare, Gwendolyn, Helen, Isaac, Isabella, Leo, Oliver, Richard, Ronaldo, Rowena, William

Sobriquet: The Bold, The Dragon, The Fair, The Green, The Golden Stag, The Jovial, Lionheart, The Rose Knight, The White

Look

Brave face, expressionless face, kindly face, blazing eyes, beautiful face, square jaw

Flowing golden locks, never takes off helmet, short black hair, outlandish hair, has an actual halo

Pure white cloak, silvery armor, golden armor, white tabard, outlandish fantasy armor with many crystals

Stats

Select one set, then increase one stat by 1.

- **Charismatic Warrior:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty +1, Sane +0, Shifty -1
- **Charming Champion:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Unrelenting Good:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane +0, Shifty -1

Moves

You get all of the basic moves, plus two of the following shiny paladin moves.

OHonorable Combat: Once per session you can *declare that you are going to fight someone honorably*. This gives you +1 ongoing against them, until one side is defeated, someone else interferes in the battle, or you do something dishonorable.

OInquisition: When you *declare someone to be evil*, roll 2d6 + Charming. On a miss, everyone finds it laughable. On a 7-9 they are taken by it but slow to act. On a 10+ at least one person will take direct action against the evildoer.

OLay on Hands: If someone has fallen down and you *lay on hands to heal them*, roll 2d6 + Charming. On a hit, you can spend a Guts point to make them get up again. If you do, on a 7-9 choose 1:

- They make a rather conspicuous glow for the rest of the scene.
- They feel compelled to do the precise opposite of one of their temptations.
- They react badly to the holier-than-thou power and have a Stress Explosion.

OMagic Horse: Your devotion to your god has brought you a special celestial mount. This mount is very swift and strong, and pretty clever for a horse.

When you *try to get somewhere quickly on your magic horse*, roll 2d6 + Mighty.

On a miss the horse has decided it would rather do something more virtuous, like helping orphans or something. On a hit, it gets you where you want to go, but on a 7-9 it unceremoniously drops you in the thick of things.

OShiny and Perfect: When you *reveal how shiny and glorious you are*, roll 2d6 + Charming. On a hit, you draw the attention of everyone in the immediate area, and on a 10+ people are too awestruck to do anything for a moment. On a miss, you manage to draw attention to others instead. Also, your clothes and armor are always perfectly pristine.

OSmite Evil: Your divine power makes it so that you effectively have an extra *clue* towards a MacGuffin when fighting a genuine evildoer.

Temptations

Choose two temptations:

Battle, Courtly Love, Prayer, Preaching, Punishment

Your Heart's Desire

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

Story Threads

- _____ needs your guidance.
- _____'s evil will not stand!
- You feel you owe _____ a great debt.
- You have composed many a sonnet extolling _____'s virtues.
- You were sent on a holy quest to find _____.

Shiny Paladin Advances

- Get +1 Charming, and your teeth sparkle charmingly whenever you smile.
- Get +1 Bloody-minded, and there is fire in your eyes when you punish the wicked.
- Get +1 Eldritch, and the holy symbol on your armor glows when you are feeling fervent.
- Get +1 Mighty, and your muscles sparkle dramatically when you perform feats of strength.
- Get +1 Sane, and you take an interest in your religion's philosophical texts.
- Get +1 Shifty, and you develop a habit of punishing yourself for your sins.
- Get a new shiny paladin move, and your sword glows with a holy light.
- Get a new shiny paladin move, and you are given a holy quest.
- Get a move from another class.
- Get a move from another class.

Shiny Paladin Paragon Advances

After you take 5 regular advances, you qualify to take Paragon Advances from this list or the general list.

- A representative of your god entrusts you with a holy artifact of great import.
- You are able to rally the faithful to your cause.
- You make _____ reconsider their evil ways, at least temporarily.