

NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE **d10** ARMOR HP KARMA

LOOK choose one for each

Gaze: distant, attentive, staring
 Appearance: calloused, tanned, decorated
 Accoutrement: hooded, reserved, elegant
 Body: graceful, compact, built

SPECIES choose one

- DWARF**
You may defend an ally from a distance, rolling +DEX instead of +CON. You may only redirect an attack to yourself if it could reach you.
- ELF**
When you successfully discern realities during combat, you may ask an additional question.
- HUMAN**
When a defending ally spends one or more readiness against an attacker, take +1 forward against that target.
- ORK**
Once per battle you may reroll a single damage roll (yours or someone else's).

TROLL
When you select enhancements for your expressive style, you may choose to add the *forceful* tag.

T'SKRANG
You ignore the circle requirement for the trick shot talent and take +1 when you use it.

WINDLING *astral sight*
When you volley on a 7-9, you may choose to take -1 forward to your next volley instead of the listed choices.

PASSIONS mark three

- | | | |
|--------------------------|------------|--------------------------------|
| <input type="checkbox"/> | Aastendar | <i>art, music, love</i> |
| <input type="checkbox"/> | Chorrolis | <i>trade, wealth, desire</i> |
| <input type="checkbox"/> | Floranuus | <i>energy, victory, motion</i> |
| <input type="checkbox"/> | Garlen | <i>hearth, healing</i> |
| <input type="checkbox"/> | Jaspree | <i>growth, wilderness</i> |
| <input type="checkbox"/> | Lochost | <i>rebellion, freedom</i> |
| <input type="checkbox"/> | Mynbruje | <i>justice, empathy, truth</i> |
| <input type="checkbox"/> | Thystonius | <i>valor, physicality</i> |
| <input type="checkbox"/> | Upandal | <i>crafts, engineering</i> |
| <input type="checkbox"/> | Dis | <i>slavery, bureaucracy</i> |
| <input type="checkbox"/> | Raggok | <i>vengeance, jealousy</i> |
| <input type="checkbox"/> | Vestrial | <i>deceit, trickery</i> |

FLAGS select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Compassionate*: offer me an easier solution that requires 1 exploit those weaker than me.
- Curious*: convince me to try something I probably shouldn't.
- Devoted*: offer me an easier solution that requires I compromise my relation with .
- Irresponsible*: convince me to shirk my duty.
- Peculiar*: refuse my aid because I'm different.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Trustworthy*: confide in me a secret that would damage you if reveal
- Vengeful*: offer me a reasonable path that I must reject to gain my revenge.

GEAR Load is 12+STR

appropriate artisan tools (1 weight)
 dungeon rations (uses: , ration, 1 weight)
 Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
- chainmail (1 armor, worn, 1 weight)
- scale mail (2 armor, worn, clumsy, 3 weight)

- Choose your armament:
- fine bow (near, far, 2 weight)
 - bundle of arrows (ammo: , 1 weight)
 - crossbow (near, +1 damage, reload, 3 weight)
 - bundle of bolts (ammo: , 1 weight)
 - blowgun (near, -2 damage)
 - blowgun needles (ammo:)
 - throwing knives (thrown, near, ammo:)
 - spear (reach, thrown, near, 1 weight)
 - bola (thrown, near, entangling, 1 weight)
 - stiletto (hand, precise, 1 piercing, 1 weight)

- Choose two:
- 2 healing potions
 - bundle of arrows (ammo: , 1 weight)
 - bundle of bolts (ammo: , 1 weight)
 - antitoxin
 - any mount, with gm approval (beast, mount)
 - 15 coins

THREADS two threads per circle

STARTING MOVES

CALLED SHOT

When you attack someone from a distance and they don't see it coming, you can choose to deal your damage or roll+DEX. On a hit deal your damage and choose one. On a 10+, also choose another. You may spend karma to make one additional choice, even on a miss.

- Deal +1d4 damage.
- They drop what they are holding. If this is a weapon, they do half damage until they are rearmed.
- Hobble their movement.
- Stun them into total inaction for a few moments.
- Strike a weak spot, ignoring their armor.

EXPRESSIVE STYLE

When you hold your favorite ranged weapon, you channel magic through it in your unique way, altering the weapon to express your soul and technique. Choose whether you express magic using:

- bows
- crossbows
- thrown weapons
- blowguns

Choose two enhancements which apply to any weapon of that type when you use it (and disappear when you don't). Your magic ...

- ... directs your shots to exposed spots: +2 piercing.
- ... expresses your vendetta: when volleying at a specific type of creature (your choice), take +1.
- ... speeds your cycle: ignore *reload*.
- ... directs your shots to vulnerable spots: +1 damage.
- ... lightens the weapon: -1 weight.
- ... braces the weapon allowing a brutal directness: Use STR to volley, not DEX.

ELUSIVE STRIKE

Add the following to the hack and slash list:

- You escape *mêlée* with the target, moving to *near* range.

EXPRESSIONS OF THE ARC

When you create art with wood carving, take +1. If you use the result in a successful greeting ritual and the person receiving your art retains it, you may always find them using direction arrow.

TALENTS

You may weave threads into talents, if you meet their requirements:

BLOT OUT THE SUN

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

HUNTER'S MARK

When you volley an enemy, your next attack against that same foe deals +1d4 damage.
Second thread (requires circle 6): When you volley an enemy, your next attack against that same foe deals +1d8 damage, instead.

IMPROVED BOW

Choose one extra enhancement for your expressive style.

ACCURATE *requires circle 2*

When you deal damage with a ranged weapon, roll twice and keep the higher result.
Second thread (requires circle 6): When you deal damage with a ranged weapon, your base damage die always scores the maximum.

BOW HISTORY *requires circle 2*

When you spend several hours studying a ranged weapon or ammunition for a ranged weapon, roll+INT. On a 10+ you gain insight into the item's past and nature. Choose three and take +2 forward to study the item further. On a 7-9 choose one and take +1 forward to study the item further.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.

DIRECTION ARROW *requires circle 2*

When you need to locate someone and have a personal item representative of them, you may release a shot into the air. At the apex of the arrow or weapon's flight, it explodes into sparks, which shape into an arrow pointing the direction to the target.

MISSILES AND TARGETS *requires circle 2*

When you discern realities about a social obstacle to a goal, add the following to the questions you may ask:

- Which tactic offers the most direct route to my goal (e.g. intimidation, bribery, cooperation, subterfuge, etc.)

WOOD SKIN *requires circle 2*

You gain +1 armor.
Second thread (requires circle 6): You gain +2 armor instead.

FLETCHER *requires circle 4*

When you spend some time reflecting on your expressive style and making arrows or bolts specifically for use with it, roll+WIS. You create a bundle of ammunition (3 ammo, 1 weight). On a 10+ choose three. On a 7-9 choose one:

- The ammunition is high quality: +1 ammo.
- The ammunition is armor piercing: +2 piercing.
- The ammunition is wicked: +1 damage.
- The ammunition is non-lethal: deals stun damage.

TRICK SHOT *requires circle 4*

When you make a fancy shot with your favorite ranged weapon, spend 1 ammo and roll+DEX. On a 10+ the shot succeeds as intended (dealing damage, if appropriate). On a 7-9 the trick works, but imperfectly.

WARP WOOD *requires circle 4*

When you touch wood, living or dead, and concentrate you may bend and shape it as you desire. Take -1 ongoing to any other task while you do so.

ARROW'S VIEW *requires circle 6*

When you fire a ranged weapon, you may choose to replace your vision by what would be seen if your eyes were on either side of the flying weapon, until the moment of the arrow's impact.

INCULCATE WOOD *requires circle 6*

When you touch wood, living or dead, or a vehicle, item or structure mostly made of wood, it becomes immune to fire so long as you remain in contact with it and desire it be so. Any flames burning the wood when you touch it immediately snuff out.

ARCANE SHOT *requires circle 6*

When you volley, you may reduce your ammo to transform the shot into magical energy once it is released. Choose one when you fire:

- The ammunition becomes a bolt of fire, igniting anything flammable it hits.
- The ammunition becomes a shard of ice, coating the area around its point of impact with ice.
- The ammunition becomes insubstantial, passing through most targets, but capable of wounding creatures which are themselves insubstantial.
- The ammunition becomes white light, marking any target it hits. This deals no damage, but any attempts to hit that target with ranged weapons take +1 for the next few minutes.
- The ammunition becomes a sticky black goo, tangling up a hit target, or making an area it hits difficult to cross.

PINNING AIM *requires circle 6*

When you intimidate someone by aiming your favorite ranged weapon directly and conspicuously at them, a subtle but obvious mark appears on them and they stop in their tracks. While you maintain your aim, you may only move slowly and they cannot move at all, unless attacked. If you decide to shoot them after a while, improve your volley result by one step.

SEED OF DESTRUCTION *requires circle 8*

When you volley on a 12+, you deal damage and may reduce ammo by one. If you do, the arrow grows into a vine-like wood elemental. Treat as an assassin vine converted into a follower (Quality +1, Loyalty +1, *spirit*). This creature vanishes if it kills the target, the combat ends, it's loyalty reaches -3, or you dismiss it (whichever comes first).

FOLLOWERS

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

BLOOD

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

ARCHER

NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE **d8** ARMOR HP KARMA

LOOK *choose one for each*

Gaze: confident, empathetic, steely
Appearance: tousled, dashing, noble
Accoutrement: muddy, pragmatic, ornamented
Body: slight, sturdy, athletic

SPECIES *choose one*

- DWARF**
Your maximum HP are increased by one.
- ELF**
Your long lifespan prepares you for loss. If your favored mount dies, you may bond to a new one within days, and do not reduce your maximum HP.
- HUMAN**
You may make moves using your banner that would normally require you to be mounted while not mounted.
- ORK**
Your base damage is always d10.
- TROLL**
When you deal damage while mounted on your favored mount, deal +2 damage.

- T'SKRANG**
When you would become unseated from your mount, you may use your tail to stick with your mount and bring it back under control.
- WINDLING** *astral sight*
When you volley from a flying mount, deal +2 damage.

PASSIONS *mark three*

- Aastendar *art, music, love*
- Chorrolis *trade, wealth, desire*
- Floranus *energy, victory, motion*
- Garlen *hearth, healing*
- Jaspree *growth, wilderness*
- Lochost *rebellion, freedom*
- Mynbruje *justice, empathy, truth*
- Thystonius *valor, physicality*
- Upandal *crafts, engineering*
- Dis *slavery, bureaucracy*
- Raggok *vengeance, jealousy*
- Vestrial *deceit, trickery*

FLAGS *select or invent two*

- Aspiring*: make me an offer that threatens my social standing.
- Compassionate*: offer me an easier solution that requires 1 exploit those weaker than me.
- Delusional*: offer me a more effective solution that requires 1 abandon my mis-perception or erroneous belief.
- Devoted*: offer me an easier solution that requires 1 compromise my relation with .
- Heroic*: let me keep you from going first into danger so I can go myself
- Honest*: involve me in a deception I must ruin.
- Gullible*: tell me a lie I believe.
- Righteous*: offer me an easier solution that requires 1 violate my principle of .
- Visionary*: offer me an easier solution that interferes with my dream of .
- _____
- _____

GEAR *Load is 12+STR*

- appropriate artisan tools (1 weight)
Choose your defenses:
- chainmail (1 armor, worn, 1 weight), adventuring gear (uses: , 2 weight)
 - scale mail (2 armor, worn, clumsy, 3 weight)
- Choose two weapons:
- lance (reach, astride, forceful, 2 weight)
 - spear (reach, thrown, near, 1 weight)
 - long sword, battle axe or flail (close, +1 damage, 2 weight)
 - crossbow (near, +1 damage, reload, 3 weight), bundle of bolts (ammo: , 1 weight)
 - fine bow (near, far, 2 weight), bundle of arrows (ammo: , 1 weight)
- Choose two:
- 2 healing potions
 - shield bearing your banner symbol (+1 armor, 2 weight)
 - antitoxin, poultices and herbs (uses: , slow, 1 weight), dungeon rations (uses: , ration, 1 weight)
 - 17 coins

THREADS *two threads per circle*

- _____
- _____
- _____
- _____
- _____
- _____

STARTING MOVES

NO SECRET SO CLOSE

You have a deep connection to a *mount* appropriate to your species and size (with GM approval), likely one you have raised from birth. You have connected your pattern to your mount's with a thread, gaining the benefits of that bond:

- spend few minutes in physical contact to take any amount of damage in order to heal your mount by that amount
- meditate with closed eyes to discern realities using your mount's senses, no matter the distance between you
- meditate to whisper a short message, which you mount will hear no matter the distance between you

You treat your favored mount as a follower with a starting loyalty of +3, and a cost of love, affection and care from you. Their quality is always equal to your effective CHA (including the impact of debilities). You may spend karma when your favored mount does their thing and, when you whistle loudly for your mount when it is not nearby, it will quickly arrive at your side in a dramatic fashion.

- When mounted on your favored mount:
- Your damage becomes d10
 - You ignore the *clumsy* tag on your armor
 - Your mount becomes *fearless*.

Should your mount die, you lose a piece of yourself (permanently reduce your maximum HP by one). If you choose, after a suitable period of mourning, you may spend several months developing a connection to a new mount.

BANNER FROM A TRUMPET

You have a personal banner which displays your personal colors and a symbol representing the bond between you and your favored mount. What does it look like? When you, seated on your favored mount, rally those around you under your banner to perform a task, such as a charge into battle, a last stand, the start of a long journey, and so on, roll+CHA. **On a 10+**, choose three. **On a 7-9**, choose one. You may spend karma to make one additional choice, even on a miss:

- allies on mounts improve attempts to order their mounts by a step while the task is going to plan
- allies take +1 ongoing to order followers while the task is going to plan
- allied followers take +1 ongoing to do their thing while the task is going to plan
- A witness of your choice becomes very impressed with you.

AS I DO
Add the following to the hack and slash list:
• Choose an ally to inspire, giving them +2 forward.

EXPRESSIONS OF JOINING

When you create art with **body painting** or **braiding**, take +1. If you use the result in a successful greeting ritual, the recipient takes +1 forward to control a mount.

TALENTS

You may weave threads into talents, if you meet their requirements:

- THROWING STEEL IN PLACE OF KISSES**
When you charge your favored mount at a mounted rider who is also charging at you, roll+quality. **On a 10+**, choose three. **On a 7-9**, choose one. You may spend karma to make one additional choice, even on a miss:
 - Deal your damage to the rider. If you are using a *forceful* weapon, you also unseat the rider.
 - Unseat the rider. If you are using a *forceful* weapon, you also knock the mount off its stride.
 - You avoid taking damage from the rider.
 - You stay on your mount.
 - A witness of your choice becomes very impressed with you.

- UPON THE SIGHTLESS COURIERS OF THE AIR**
When you carry a message or package on a perilous journey, choose one:
 - the journey's scout, navigator, and quartermaster all take +1
 - improve the result of either the scout, navigator, or quartermaster by one step
 - during the journey, you make a discovery

- WHERE GRACE IS SERVED WITH MUSCLE**
When you defend using a shield bearing your banner symbol, roll +CHA instead of +CON.

Second thread (requires circle 6): While on your favored mount, when you defend on 7+, add your mount's Loyalty to the amount of hold you gain.

- BONES OF THE HORSE** *requires circle 2*
When you ride a mount, you gain +1 armor.

- DANGEROUS AT BOTH ENDS** *requires circle 2*
When you roll +DEX or +CON while on a mount, you may roll +Quality instead.

- HIDE THY SPURS** *requires circle 2*
When you rally your troops under your banner for a charge into combat that you lead, add the following choice:

- allies take +1 ongoing during the charge, and +1 forward after
- Second thread (requires circle 6)*: Also add:
- those under your banner take +2 armor forward.

- HOT AND FIERY STEED** *requires circle 2*
Your favored mount learns a special trick. Work with the GM to add a move to represent it.

Second thread (requires circle 4): Select a second move.
Third thread (requires circle 6): Select a third move.

- SUMMON UP THE BLOOD** *requires circle 2*
When you muster soldiers to your banner, roll+CHA. **On a hit**, you gather a band who will fight for you for one battle. **On a 10+**, choose three. **On a 7-9**, choose two.

- The band is as large as you could hope for
- The band will follow you into the jaws of hell
- The band is well equipped
- All members of the band have mounts
- All members of the band are veterans
- The band will not expect a great reward at battle's end

Second thread (requires circle 6): Make an additional choice on a hit. You may also spend one karma to make an additional choice, even on a miss. Also add the following choices:

- The band will bring mystic powers or potent artifacts to bear
- The band will follow you as long as your bring them victories
- The band will carry on your agenda after you leave them

- INCISION IN THEIR HIDES** *requires circle 2*
When you deal damage while mounted, deal +1d4 damage. *Second thread (requires circle 6)*: Deal +1d4 even while not mounted. When mounted, roll damage twice and take the better result.

- THREE FEET HIGHER** *requires circle 2*
When you enter a steading on your mount with your banner displayed, roll+CHA. **On a 10+**, choose three. **On a 7-9**, choose one. You may spend karma to make one additional choice, even on a miss. For each choice, someone of importance in the steading (selected by the GM) ...

- ... fears you.
- ... respects you.
- ... lusts after you.
- ... will help you.
- ... has something for you.
- ... needs something from you.

- EXEMPLAR** *requires circle 4*
When you rally allies under your banner, add the following choice:

- choose one of your talents; any of your allies can use this talent while they ride by your side, until you lower your banner.

- BY GENTLENESS CONFINED** *requires circle 6*
When you and your mount spend a moment to reassure each other in a desperate situation, roll+STR. **On a 10+**, choose two. **On a 7-9**, choose one. You may spend karma to make one additional choice, even on a miss.

- Heal yourself 1d8 HP
- Heal your mount 1d8 HP

- MADLY OFF IN ALL DIRECTIONS** *requires circle 6*
When you ride your favored mount waving your banner and shouting encouragement, roll+CHA. **On a 7-9**, choose three allies who can see you; they cease to be afraid, panicked, cowed or otherwise incapacitated by emotion. **On a 10+**, all allies who can see you are so affected.

- ROLLING THUNDER** *requires circle 8*
When you ride your favored mount into numerous enemies, any time you take out and enemy, gain 1 hold. Lose all hold when you rest but, while you remain in the fracas, spend hold to:

- make your mount leap much farther than it has any right to go
- use one of your mount's moves, just like that
- give an attack the *messy* and *forceful* tags
- close the distance to a goal, unscathed
- pull an ally onto the mount, unscathed

FOLLOWER

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

BLOOD

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

CAVALRYMAN

NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
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WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE **d4** ARMOR HP KARMA

LOOK *choose one for each*

Gaze: penetrating, fierce, understanding
 Appearance: coarse, balanced, fastidious
 Accoutrement: unconventional, ostentatious, modest
 Body: gnarled, meaty, solid

SPECIES *choose one*

DWARF
 When determining the disposition of an item made primarily from metal or glass, make an additional choice, even on a miss.

ELF
 When determining the disposition of an item made primarily from wood, hide, or living material, make an additional choice, even on a miss.

HUMAN
 Choose one spell from another discipline's list. You can cast it as if it was an elemental spell.

OBSIDIMEN +1 armor; only wear living armor
 When determining the disposition of an item made primarily from earth or stone, on a hit make an additional choice.

ORK
 When unmaking an item, take +1 and do so in half the time.

TROLL
 Your base damage is d6.

T'SKRANG
 When you interact with water spirits, take +1.

WINDLING *astral sight*
 When you interact with air spirits, take +1

PASSIONS *mark three*

- Aastendar *art, music, love*
- Chorrolis *trade, wealth, desire*
- Floranus *energy, victory, motion*
- Garlen *hearth, healing*
- Jaspree *growth, wilderness*
- Lochost *rebellion, freedom*
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FLAGS *select or invent two*

- Bumptious**: challenge my knowledge and prove that I have more to learn.
- Curious**: convince me to try something I probably shouldn't.
- Eccentric**: include me in a social interaction where my personality imperfections will be viewed as charm.
- Honest**: involve me in a deception I must ruin.
- Peculiar**: refuse my aid because I'm different.
- Portentous**: seek my divinations in a moment of uncertainty and trust them implicitly.
- Righteous**: offer me an easier solution that requires I violate my principle of.
- Scandalous**: defer to me when a social convention needs violated.
- Visionary**: offer me an easier solution that interferes with my dream of.

GEAR *Load is 8+STR*

your grimoire (1 weight)
 appropriate artisan tools (1 weight)
 dungeon rations (uses: , ration, 1 weight)
 Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
 - bare skin (0 armor, living)
 - scale mail (2 armor, worn, clumsy, 3 weight)
- Choose your armament:

- short sword (close, 1 weight)
 - ragged bow (near, 2 weight)
 - staff (close, two-handed, 1 weight)
- Choose two:

- 2 healing potions
- 3 antitoxins
- unimpressive mount appropriate for your size (beast, mount)

THREADS *two threads per circle*

- _____
- _____
- _____
- _____
- _____
- _____
- _____

STARTING MOVES

ELEMENTALISM

Through detailed understanding and manipulation of the basic forces of nature, you can weave threads into spells. You gain access to a number of abilities related to spell casting:

- You may use the astral sight move.
- You have mastered several elemental spells and inscribed them in your grimoire. You start out with three first circle elemental spells in your grimoire as well as the cantrips. Whenever you gain a circle, you add a new elemental spell of your circle or lower to your grimoire.
- You know how to form and stabilize an astral construct that makes casting spells safer, called a spell matrix. You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into them may not exceed twice your own circle.
- Through concentration and force of will, you can weave threads to cast spells (from a spell matrix, grimoire or with raw magic). You may weave spells with +CON.
- Through force of personality and appreciation of the give and take of the universe, you channel energy through your spell weaving to cast a spell. You may cast spells with +CHA.

LETHAL FOCUS

When you cast a spell that deals or heals damage, you may spend focus to increase the damage it deals or heals by one for each focus spent. If the spell deals or heals damage more than once, this bonus applies only to the first occurrence.

ELEMENTAL SENSE

When you discern realities about a location, you may add the following questions to the list of choices:

- What true elements are here?
- What elemental spirits do I sense?

SPIRIT GROUNDING

Add the following to the hack and slash list:

- If the target has the materialization special quality, you either force it to materialize or prevent it from dematerializing for a few seconds.

EXPRESSIONS OF BALANCE

When you create art with embroidery or sculpting, take +1. If you use the result in a successful greeting ritual, elemental spirits will give the recipient the benefit of the doubt so long as the item is retained.

TALENTS

You may weave threads into talents, if you meet their requirements:

FILTRATION

When you dig your fingers into someone's skin and filter their blood, roll+CON. On a hit, you eliminate one poison or drug affecting them. On a 7-9, you deal 1d4 damage to them. Second thread (requires circle 6): On a hit, you pull the toxin out of them intact. If preserved, the dose may be used again.

BODY INFUSION

When you infuse your body with the power of the elements over several minutes, gain your choice until you use this move again:

- Air: you always have clean air to breathe, regardless of environment (e.g. underwater, a cloud of poison gas, buried, etc.)
- Earth: ignore damage dealt to you by spells or magic, so long as your feet are on the ground.
- Fire: you take no damage from heat or flame.
- Water: you may not be entangled, grappled, bound or otherwise bodily restrained against your will.
- Wood: gain +2 armor.

Second thread (requires circle 6): Select two choices instead.

ELEMENTAL VOICE

When you sense an elemental spirit in the area, you may communicate with it.

Second thread (requires circle 2): When you demand an elemental spirit perform a task for you, roll+CHA. On a 10+ choose two. On a 7-9 choose one. On a miss, some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You avoid paying nature's price
- You retain control

Third thread (requires circle 6): So long as you do nothing but talk with the elemental, you may force it to remain still.

ARRANGING THE ELEMENTS *requires circle 2*

When you touch someone, skin to skin, and spend a few minutes shifting the elemental balances in their pattern, roll+CHA. On a hit, choose one. On a 7-9, whatever you choose is transferred to you.

- You heal them of 1d8 damage
- You remove one disease from them
- You cure one of their debilities

Second thread (requires circle 6): Choose two, instead. You may select the same item more than once.

ELEMENTAL FOCUS *requires circle 2*

When you cast a spell with an elemental tag, through an un-enhanced spell matrix, you may spend 2 focus to retain one of the threads woven into it and that matrix becomes enhanced until you next cast a spell through it.

ITEM DISPOSITION *requires circle 2*

When you spend several hours getting to know an item, roll +CHA. On a 10+ you gain insight into the item's past and nature. Choose three and take +2 forward to study it further. On a 7-9 choose one and take +1 forward to study it further.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover which true elements were used in its construction.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.
- Studying the item takes half the time.

Second thread (requires circle 6): You need only examine the item for several minutes or so before rolling.

SENSE THE FLOW *requires circle 2*

When you spout lore by sensing how the subject breaks down into primal forces, you use CHA instead of INT. Second thread (requires circle 6): In addition, on a 12+, you get to ask the GM any one question about the subject.

RITUAL OF UNMAKING *requires circle 2*

When you know the name and elemental makeup of a magic item with one or fewer ranks and perform a grueling, day long ritual over it, roll+CON. On a hit the item is unmade, and some of its materials can be reused. On a 10+ you also salvage one kernel of the true elements used to make it. On a miss the item may explode and give a random debility.

Second thread (requires circle 6): On a 10+, pick one:

- salvaged kernels of the true elements are exceptionally pure
- you salvage an additional kernel of a true element

ITEM INFUSION *requires circle 6*

Tell the GM you would like to infuse a mundane item with magic to give it one rank and an appropriate magical ability associated with that rank. Such enchantment is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require certain amounts of true elements.
- It will require one or more rare ingredients.
- The ability may function a bit differently than you propose.
- It's going to take days/weeks/months.
- You must get help from _____.
- You must perform the work in a certain place.
- You must perform the work with specific tools.

BECOME THE FIRE *requires circle 8*

When you convince an elemental spirit to merge with you, roll +CON. On a 10+ hold 3. On a 7-9 hold 2. On a miss hold 1 in addition to whatever else happens (some elementals might not let go). You may spend one karma to get +1 hold, even on a miss. So long as you have hold, your body is transformed into an elemental form, melding your features with the spirit's. Your new has the innate abilities of its element. You retain your normal stats, talents, and so on, but your base damage becomes d8. You gain one or more moves based on the nature of the elemental form (work with the GM to determine these). Spend hold to:

- Make one of the elemental moves.
- Automatically succeed with a 12+ when casting a spell with an elemental keyword matching the elemental's nature.

FOLLOWERS

Name: _____ Quality: _____
 Tags: _____ Loyalty: _____
 Traits: _____ HP: _____
 Instinct: _____ Armor: _____
 Cost: _____ Dmg: _____
 Moves/Gear: _____ Load: _____

Name: _____ Quality: _____
 Tags: _____ Loyalty: _____
 Traits: _____ HP: _____
 Instinct: _____ Armor: _____
 Cost: _____ Dmg: _____
 Moves/Gear: _____ Load: _____

BLOOD

Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____

ELEMENTALIST

ELEMENTALIST SPELLS

CANTRIPS

All known cantrips may be cast without performing any type of weaving.

CONTAIN ongoing

You wrap a magical force around any kernels of true elements you can see, preventing them from interacting. While ongoing you take −1 to cast a spell.

IGNITE fire

A small flame, similar to that of a match, floats over the tip of your finger for the next few moments.

MEND

A broken, mundane, unliving item you hold in your hands while you cast this spell become whole again. This can repair crafted goods (rips in fabric, shattered pots, wagon wheels, etc.) as well as natural items (small fissures in rock, cracks in ice, etc.).

PURIFY

You remove impurities and mundane spoilage from food or water you hold in your hands while you cast this spell.

FIRST CIRCLE SPELLS

First circle spells require one thread to be woven into them to be cast.

▣ ARBOREALINGUIST ongoing, wood

While ongoing, you may talk with any plant you can perceive. Plants perceive the world much differently than namegivers, and lack real language, but constantly monitor their surroundings and have long memories.

▣ BALANCE ongoing

You harmonize the elemental balance of a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While ongoing you take −1 to cast a spell.

▣ EARTH BLEND ongoing, earth

You surround yourself with the essence of your environment, making you nearly impossible to notice. While ongoing, you may not move.

▣ ELEMENTAL WEAPON ongoing, [element]

You infuse your weapon with an element of your choice, giving this spell that elemental tag. The weapon you hold while casting does +1d4+1 damage until you dismiss this spell. While ongoing you take −1 to cast a spell.

▣ ICY SURFACE evocation, air, water

When you touch the ground, a thin coat of ice grows outward, covering all nearby surfaces. Until it melts, it makes footing precarious.

▣ RESIST ELEMENT ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. You bestow a defense against the rigors of that element on a target you see, reducing damage from it by −1d8. The spell also extends more abstract protection. Resistance to water, for example, may allow the subject to avoid drowning, resistance to earth might protect from falls, resistance to wood might help fight off a plant’s poison, and so on, though such protection is not absolute.

▣ SANCTUARY ongoing

As you cast this spell, you walk the perimeter of an area, harmonizing its elemental balance and energy flow. As long as you stay within that area, you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

THIRD CIRCLE SPELLS

Third circle spells require one thread be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

▣ ELEMENTAL AID [element]

For each thread you weave into this spell, select an element, giving this spell that elemental tag. You harness the power of the selected element(s) to gain an advantage:

- Air: winds pick up anything you might lift with both hands and hurl it in a direction of your choice.
- Earth: you excavate a sizable chunk of mundane earth or stone. Perhaps a cube of loose soil several meters on a side might be moved, significantly less granite.
- Fire: you extinguish mundane fire within a volume up to, say, the size of a tavern.
- Water: you rapidly corrode a mundane metallic item, rusting it into uselessness.
- Wood: you transform any available mundane living plants into edible nutrition, creating a number of rations equal to your elementalist circle.

▣ ELEMENTAL WRATH summoning, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. You summon a small, angry, rudimentary elemental spirit, who immediately streaks towards a target you designate, rips into the target for 2d4 damage, then vanishes. The target suffers a secondary effect, based on the type of elemental:

- Air: a cloud of mist is left behind, momentarily interfering with the target’s vision. The attack may also snuff out candles or the like around the target.
- Earth: a billow of dust is left behind, momentarily interfering with the target’s respiration.
- Fire: the target’s clothes, fur, etc, may ignite.
- Water: the target is drenched.
- Wood: a sticky, difficult to remove sap splashes on the target.

If you weave an additional thread, you may summon two spirits of the same element. They attack different targets and deal 2d6 damage each.

▣ FIREBALL evocation, fire

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor. If you weave an additional thread, choose to either burn much hotter (add +CON to the damage) or have the fire cover a much larger area.

▣ LIFE AQUATIC water, ongoing

You and others link hands in a circle, and you all gain the ability to breathe and speak underwater, but no longer may do so outside of the water. You all swim effortlessly. You can use this spell on a number of people equal to your elementalist circle. While the spell is ongoing you take −1 to cast a spell.

▣ SKY LATTICE evocation, ongoing, air

You create a shimmering network of energy in a shape of your choosing, filling your immediate area. To anyone you designate, this energy feels solid and offers a secure grip, allowing them to climb to anywhere the lattice leads. Those left out of the effect can neither climb on nor perceive the lattice. While the spell is ongoing you take −1 to weave a spell.

▣ SUMMON ELEMENTAL summoning, ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. An elemental of that type appears and aids you as best it can. Treat it as a follower with no cost and:

Quality +1, Loyalty +2, 1 HP, smash (d4, *close*), armor 1, *spirit*, *spiritwise*, Instinct: to spread *[element]*. The elemental has a move related to its nature and your choice of 1d4 of:

- Increase Quality to +2
- Replace its instinct with “to obey”
- It does 1d8 damage
- It has an additional tag or weapon tag
- It is *large* and gains +2 HP for each circle
- It has an additional move
- It knows something of interest to you

The GM will tell you the form of the elemental based on the traits you select. The creature remains on this plane until it dies, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

▣ CONVERGENCE divination

The elements come together just so, granting you a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

▣ ELEMENTAL WALL ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. You create a barrier of that element anywhere you can see, either as a wall-like structure or as a dome. You decide what side of the barrier you and your allies are on. While the spell is ongoing you take −1 to cast a spell.

- Air: the air whirls violently, picking up debris. Any ranged attack through the barrier fails.
- Earth: only great strength or affinity for stone can penetrate a stone barrier.
- Fire: anyone passing through the barrier takes 2d6 damage and may ignite.
- Water: anyone passing through the barrier is drenched. The barrier blocks vision and may be split, moved, reformed and otherwise altered while the spell is ongoing.
- Wood: the thorny brambles entangle anyone passing through the barrier and deal 1d6 damage. The living plants also form a barrier in astral space.

▣ PATTERNS EXPOSED divination, ongoing

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While ongoing you take −1 to cast a spell.

▣ POLYMORPH enchantment

Your touch reshapes a creature entirely; they stay in the form you craft until you cast another spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature’s mind will be altered as well
- The form has an unintended benefit or weakness

▣ STONESWIMMER ongoing, earth

You may swim through mundane stone and earth just like it was water. While ongoing you may not weave spells.

▣ TREE WALK ongoing, wood

When you walk directly into a tree, you are absorbed by the tree and may remain hidden within it if you like, still able to see the world outside. When you choose to leave, you may exit through any other tree you can see. You need not spend any time within the tree, effectively stepping into one tree and coming out another immediately. While ongoing you take −1 to weave a spell and cannot cast summoning spells.

SEVENTH CIRCLE SPELLS

Seventh circle spells require two threads be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

▣ CONTROL WEATHER air

Implore the spirits for rain—or sun, wind, or snow. Within a day or so, they will answer. The weather will change according to your will and last a handful of days. If you weave an additional thread, the desired weather will either start sooner, or last longer.

▣ ELEMENTAL HOUNDS summoning, ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. A pack of elementals of that type appears and aids you as best it can. Treat this pack as a follower with: Quality +2, Loyalty +2, no cost, 5 HP, bite (d8, *hand*), armor 2, *spirit*, *group*, *spiritwise*, Instinct: to spread *[element]*.

The pack has two moves related to its element and nature and your choice of 1d4 of these traits (or, if you wove an additional thread, choose four):

- Increase Quality to +3
- Increase Loyalty to +3
- It has +1 armor
- Replace its instinct with “to obey”
- It does 1d10 damage
- Its bond to your plane is strong: +2 HP for each circle
- It has an additional move
- It has two additional tags of your choice

The GM will tell you the form of the pack based on the traits you select. The creature remains on this plane until it dies, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell.

▣ ENGULF ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. That element engulfs a target you can see. Describe how that looks (whirlwind, crushing fist of earth, etc.). Gain 1d4 hold. Any time the target deals damage or makes a move, you may spend 1 hold to deal 1d6 damage to it (from suffocation, heat, crushing, cutting, etc.). If you run out of hold, the spell ends. While the spell is ongoing you take −1 to cast a spell. If you weave an additional thread, you may engulf two additional targets, rolling hold for each.

▣ HARM evocation

Touch an enemy and disrupt their elemental balance—deal 2d8 damage to them and 1d6 damage to yourself. Allies gain +1 ongoing against the target until it rests. If you weave an additional thread, choose one:

- The damage ignores armor
- You take no damage
- Instead target anyone within *far* range.

▣ SEVER ongoing, wood

Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is temporarily severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While ongoing you take −1 to cast a spell. If you weave an additional thread, you may remove a second appendage from the same target.

NINTH CIRCLE SPELLS

Ninth circle spells require three threads be woven into them to be cast.

▣ CONVERSION

You convert a volume of one element into another, permanently. You might turn the flames of a forest fire into water (extinguishing the flames and briefly flooding the forest) or earth (creating a strange cople of crystals). This spell can also convert one form of an element into a different form of the same element (water into ice, for example, or stone into sand). This spell cannot affect living creatures or plants.

▣ DISINTEGRATE

You point at any target you can see, and it crumbles into its component elements. Living targets take 2d10 damage (ignores armor). This spell may be able to affect targets not usually vulnerable to damage, though may do reduced damage to them (perhaps half). If used on a magic item, the spell eliminates the highest rank of the item; however, the item’s owner may elect to be the target instead. Mundane materials or items with no ranks are destroyed.

▣ PATTERN RESTORATION

Choose one event in the target’s past. All effects of that event, including damage, disabilities, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

▣ SHELTER ongoing, [element]

When you weave this spell, you select air, earth, or wood, giving this spell that elemental tag. You create a structure out of that element. It can be as large as a castle or as small as a hut. The structure endures until you leave it or you end the spell. The element chosen provides additional benefits:

- Air: the structure floats and is (slowly) mobile.
- Earth: the structure is impervious to all non-magical damage.
- Wood: the structure acts as barrier in astral space.

▣ STORM OF VENGEANCE

You give spirits permission to unnaturally alter the elemental balance of the weather. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE **d4** ARMOR HP KARMA

LOOK *choose one for each*

Gaze: tricky, dazzling, innocent
Appearance: meticulous, feral, confident
Accoutrement: ridiculous, distracting, opulent
Body: nimble, fluid, lanky

SPECIES *choose one*

- DWARF**
You may cast Crackling Nimbus as a cantrip.
- ELF**
You may cast the wizard spell Detect Magic as an illusionist spell.
- HUMAN**
Choose one spell from another discipline's list. You can cast it as if it was an illusionist spell.
- OBSIDIMEN** +1 armor; only wear living armor
You may cast the elemental spell Earth Blend as an illusionist spell.

ORK
You may cast Cause Fear as a cantrip

TROLL
When you inflict or enhance harm with an illusion, add +1 damage.

T'SKRANG
When you use your tail to aid in sleight of hand or other deception, take +1.

WINDLING *astral sight*
You may cast Charm Person as a cantrip.

PASSIONS *mark three*

- Aastendar *art, music, love*
- Chorrolis *trade, wealth, desire*
- Floranus *energy, victory, motion*
- Garlen *hearth, healing*
- Jaspree *growth, wilderness*
- Lochost *rebellion, freedom*
- Mynbruje *justice, empathy, truth*
- Thystonius *valor, physicality*
- Upandal *crafts, engineering*
- Dis *slavery, bureaucracy*
- Raggok *vengeance, jealousy*
- Vestrial *deceit, trickery*

FLAGS *select or invent two*

- Ardent**: convince me to do something I shouldn't in order to please a Passion.
- Aspiring**: make me an offer that threatens my social standing.
- Deceitful**: believe and act on a lie I've told you.
- Delusional**: offer me a more effective solution that requires I abandon my mis-perception or erroneous belief.
- Greedy**: offer me financial reward to undermine a friend.
- Irresponsible**: convince me to shirk my duty.
- Preoccupied**: entrust me with something important that I will likely lose or mess up.
- Selfish**: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Sycophantic**: insist I publicly compare the greatness of two people from whom I seek favor.
- Trustworthy**: confide in me a secret that would damage you if reveal
- Vengeful**: offer me a reasonable path that I must reject to gain my revenge.

GEAR *Load is 8+STR*

your grimoire (1 weight)
appropriate artisan tools (1 weight)
dungeon rations (uses: , ration, 1 weight)
shiny but worthless nicknacks

- Choose your defenses:
- leather armor (1 armor, worn, 1 weight)
 - bare skin (0 armor, living)
 - dazzling robes with many secret pockets (worn)
- Choose your armament:
- throwing knives (thrown, near, ammo:)
 - spear (reach, thrown, near, 1 weight)
 - staff (close, two-handed, 1 weight)
- Choose two:
- healing potion
 - 3 antitoxins
 - firefly chalk (uses:)
 - adventuring gear (uses: , 2 weight)
 - any common pet (beast)
 - 5 coins

THREADS *two threads per circle*

- _____
- _____
- _____
- _____
- _____
- _____
- _____

STARTING MOVES

ILLUSION

Through dedication, trickery and practice, you can weave threads into spells. You gain access to a number of abilities related to spell casting:

- You may use the astral sight move.
- You have mastered several illusionist spells and inscribed them in your grimoire. You start out with three first circle illusionist spells in your grimoire as well as the cantrips. Whenever you gain a circle, you add a new illusionist spell of your circle or lower to your grimoire.
- You know how to form and stabilize an astral construct that makes casting spells safer, called a spell matrix. You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into them may not exceed twice your own circle.
- Through intricate gestures and body movement, you can weave threads to cast spells (from a spell matrix, grimoire or with raw magic). You may weave spells with +DEX.
- Through training, knowledge and improvisation, you channel energy through your spell weaving to cast a spell. You may cast spells with +INT.

CONCENTRATION

When you cast an *ongoing illusion spell* you may spend 3 focus to ignore a "-1 to weave spells" or "-1 to cast spells" penalty inflicted by that spell.

CHICANERY

When you *attempt to fool someone*, describe what you are trying to do. If you do it...

- ...with sleight of hand or manipulating the environment, roll +DEX.
- ...with cleverness and guile, roll+INT.
- ...with charm and wit, roll+CHA.

On a 10+ your con works as planned, with the mark none the wiser. On a 7-9 the mark will realize he has been tricked at some point, but cannot figure out how it was done. On a miss, the mark may see through the con and react accordingly.

NOT THE ONE

Add the following to the hack and slash list:

- Your attack convinces the target that a nearby ally of your choice is more of a threat than you.

EXPRESSIONS OF DECEPTION

When you *create art with embroidery or acting*, take +1. If you use the result in a successful greeting ritual, the recipient becomes more willing to disclose information about themselves.

TALENTS

You may weave threads into talents, if you meet their requirements:

PHANTOM ARMOR

When you *wear robes that dazzle the eye*, but no armor or shield, you get +2 armor.
Second thread (requires circle 6): You get +3 armor, instead.

DREAM RIDER
You can conjure an *illusionary mount*, choosing its form among those ground mounts just large enough to carry you. Treat as a follower with Quality +1, Loyalty +1, 1 HP, 0 armor, 1d4 damage, no moves, the *mount* tag, no cost, and an instinct of "to betray itself as an illusion". The *mount* will carry you, but no passengers. It remains until you dismiss it or its loyalty reaches -3.
Second thread (requires circle 6): When you call your imaginary mount, it may arrive in any form or size. Stats are as above, but with all tags of that form. It may use one of its moves on anyone that doesn't know it is an illusion.

READING THE CROWD

When you *study an audience or opponents* to gauge what sort of illusions would work best on them, roll+INT. On a 10+, ask the GM three questions from the list below. On a 7-9, ask one. You may spend karma to make one additional choice, even on a miss. Either way, take +1 forward when acting on the answers.

- What are they most likely to fear?
- What are they most likely to respect?
- What are they most likely to want?
- What will likely calm them down?
- What will likely make them angry?
- Which of them seems most gullible?
- Which of them seems most able to sway the others?

RIVER OF KNIVES

When you *volley a real thrown weapon*, you may retain the weapon and throw out a solid illusion of the original instead. The illusion functions in all respects like the original, but deals -1 damage and disappears after the attack. If you would reduce ammo as a result of the volley, instead your merely lose your grip on the real weapon.

Second thread (requires circle 6): The illusion spawns a duplicate in flight, dealing +1d4 damage.

DEAD FALL *requires circle 2*

When you *take damage and fake your own death* with illusions, make a number of choices equal to your DEX:

- Whoever dealt the damage to you is convinced you are dead and turns their attention elsewhere
- The ruse convinces all onlookers
- Even on thorough examination, you appear dead
- The illusion allows you to slip away without being noticed by those convinced by it.
- The ruse lasts for more than a few minutes.

MASQUE *requires circle 2*

When you *concentrate on your appearance* for a few minutes, you may make any number of cosmetic changes to your clothes or person. You remain recognizable, but can grow/remove facial hair, change skin or hair color, add/remove scars, gain/lose weight, become more/less symmetrical, change threadbare clothes into fantastic robes or vice versa, and so on.

PRACTICE, PRACTICE, PRACTICE *requires circle 2*

Choose one illusion spell. You may use that spell as if it was one circle lower (though this does not change the number of threads needed to cast it).

Second thread (requires circle 6): Choose another illusion spell to use as if it was one circle lower.

TO THE HEART OF IT *requires circle 2*

You first enter a steading and look around a while, you may ask the GM: "With what lie do this steading's residents fool themselves?" Take +1 ongoing acting on the answer.

VICIOUS PHANTASMS *requires circle 2*

When you *summon one or more creatures* with an illusionist spell, those creatures add your INT to any damage they deal.

SUBTERFUGE *requires circle 2*

When you *take advantage of a distraction* (including one provided by the Distract cantrip), you immediately may choose one of the following:

- defy a danger threatened by a distracted opponent, taking +2
- engage in chicanery against a distracted mark, taking +2
- hack and slash a distracted opponent, taking +1
- volley against a distracted opponent, taking +1
- disengage from hostilities, retreating a good distance before being noticed

PROMINENT DETERRENT *requires circle 6*

When you *trace out a complex and baffling pattern in the air* with your hands and feet during combat, roll+DEX. On a 10+ hold 1d4+1. On a 7-9 hold 2. Vicious-looking weapons hover over your head, pointing down to strike any who harass you. Each weapon hums with menace, perhaps bristling with electricity or dripping with venom. Any time you take damage, spend 1 hold to direct one of the weapons to strike your attacker, dealing 1d8 damage to them.

SUBVERSION *requires circle 6*

When you *identify someone else's illusion and want to alter it*, roll+INT. On a 10+ choose three. On a 7-9 choose one. You may spend karma to make one additional choice, even on a miss.

- you wrest sole control over the illusion from its creator; he or she cannot undo your changes
- you may end the illusion, if you wish
- you may make more than subtle changes to the illusion
- the illusion's creator does not notice your meddling

ASTRAL MASK *requires circle 8*

When someone or something examines your aura in astral space, you decide what they see.

FOLLOWERS

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

BLOOD

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

ILLUSIONIST

ILLUSIONIST SPELLS

CANTRIPS

All known cantrips may be cast without performing any type of weaving.

AMPLIFY

You touch a willing subject (including yourself). While ongoing, all in sight can hear the subject loud and clear.

DISTRACT

You cause all who are paying attention to you to briefly redirect their vision and attention to somewhere else. Describe how this happens (bright flash, stray noise, puff of smoke, etc.).

ENCRYPT

The writing in a book or other written work you touch becomes jumbled and confused. While ongoing, only you can read the text.

MESSAGE

A seemingly real piece of paper containing a written message or image you designate appears in the hand, pocket, pouch, etc. of any target you can see. When you end this spell, the paper vanishes.

MOVE

You cause any small objects in your hand to vanish and reappear a short distance away, even in your pockets. Likewise, this spell may make small objects (that you own or are sitting around unsecured) disappear from a short distance away and reappear in your hands.

PRESTIDIGITATION

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

FIRST CIRCLE SPELLS

First circle spells require one thread to be woven into them to be cast.

CAUSE FEAR

Choose a target you can see and a nearby object or being. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While ongoing you take −1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, mindless automata, and the like).

CHARM PERSON

The namegiver you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

CRACKLING NIMBUS

A weapon you touch glows impressively and crackles with power. The weapon hums menacingly when moved through the air and sends out a shower of sparks or flame or loud noises when it strikes. Apart from being extremely intimidating, while ongoing, the weapon gains +1 damage.

CRAFTY THOUGHT

You plant an image into the mind of a target. The target does not have to act on the thought, but the idea has now been planted. This spell may be woven and cast with subtlety during conversation, but if the casting misses, the target knows you were trying to ensorcel him.

DISPLACE IMAGE

Touch an ally: they are only seen several yards from their actual position. Attacks made on the image have no effect. While the spell is ongoing you can't cast a spell.

OVER THERE

You create the appearance of something happening just beyond direct sight (over the next hill, outside of the building, on the horizon, behind the clouds, etc.). The illusion may encompass all senses (plumes of smoke rising, people screaming, haunting music, the scent of delicious cooking, etc.). While ongoing you take −1 to cast a spell.

UNSEEN VOICES

Create up to 1d6 disembodied voices emanating from anywhere you can see. Each voice may sound however you like and speak any language you know, but its style is fixed once you start using it. You can make the voices follow a specific conversation, or change what they say over time. The voices may move around as you like. While ongoing you take −1 to weave a spell.

THIRD CIRCLE SPELLS

Third circle spells require one thread be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

CLOAK

You pave the perimeter of a small area (such as a room, small cave, etc.). Those outside the area perceive the area as if any activity inside was not there. Those inside the area perceive everything normally. For example, anyone viewing a campsite protected in this way from the outside would not see, hear or smell any of the people within, the fire, mounts, etc. While ongoing, any time you would heal damage, heal −1d4 HP.

DARKNESS

Choose an area you can see: it's filled with supernatural darkness and shadow. While ongoing you take −1 to cast a spell.

IMITATE

You take the form of someone you touch while casting this spell. Your voice and physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While ongoing you lose access to all your illusionist talents.

MEMORY BLANK

You suppress the memory of events of the last few minutes in a target you can see. The target forgets any imminent intention, but has no trouble making new memories (for example, a target might forget they were in the middle of fighting, but will react to a fresh attack as if it were the start of hostilities). While the spell is ongoing you take −1 to cast a spell. You may make this spell permanent (eliminating your ongoing penalty) by spending 1 blood.

MIRROR IMAGE

You create an illusory image of yourself. When you are attacked, roll a die. If the result is even, the attack hits the illusion instead, the image then dissipates and the spell ends. If you weave an additional thread, you create three images instead of one, with the spell ending only once all are gone.

PHANTASM

You craft an illusion of some type of creature, then summon a spirit into it, giving it substance. Describe what the creature looks like. Treat it as a follower with no cost and: Quality +1, Loyalty +2, 1 HP, claw (d4, *close*), *spirit*, Instinct: to reveal itself as a fake. The phantasm has one of the moves of the creature it appears to be, but can only use them on targets that don't know it is a phantasm. It also gains your choice of 1d4 of these traits (you may spend one karma to gain an additional choice):

- Increase Quality to +2
- It has armor 1
- Its bond to your plane is strong: +1 HP for each circle
- It has all the moves of the creature it appears to be
- It has an additional move related to inspiring a particular emotion in those who see it, which works even if its illusory nature is known.

The phantasm remains until it dies, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell. If you weave an additional thread, you may summon two additional phantasms of the same type.

SUFFOCATION

Select 1d4 enemies you can see. They become momentarily stunned, thinking they have run out of air. Only creatures who breathe will believe this illusion. If you weave an additional thread, it instead affects 2d6 enemies you can see.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

FALSE CHOICE

You cast this spell over some pre-existing situation that offers a clear choice (e.g. a fork in the road, which glass from the tray, which door, etc.). Anyone confronted with this choice will make the selection you designate, but will think they took the choice they would have picked of their own free will. If a target of this spell travels more than a few miles away from where the choice was made, they realize something has gone awry. While ongoing, take −1 to cast spells.

MASS HALLUCINATION

Your surroundings fill with a multi-sensory illusion limited only by your imagination. The effect may be subtle (e.g. a smell of perfume, a slight haze in the air, barely audible whispers), overt (e.g. a massive inferno, a landscape of writhing tortured souls, a raging thunderstorm), or anything in between. All present must contend with the illusion as if it were real, unless they have some way of seeing through the illusion or other certainty that it is false (the GM might give monsters such knowledge as a consequence failed rolls). The illusion may deal damage, but never more than 1d4, regardless of how bad the situation may appear. While ongoing, you cannot weave spells.

PHANTOM APPARATUS

You craft an illusion of a grand vehicle with a passenger stat no greater than eight, then summon a spirit into it, giving it substance. Describe what the vehicle looks like. This functions exactly the way a real vehicle of that type would, including its moves, though is significantly more luxurious. While the spell is ongoing you take −1 to cast a spell.

PIERCE THE VEIL

You sense illusions, seeing through them to the truth. You also intuit the source of any illusions you see. While ongoing you take −1 to cast a spell that is not an illusion.

RAIN OF DEATH

You target every enemy you can see with illusory missiles of some kind (fire raining from the sky, crystal shards spraying from your hand, spears bursting out of the ground, swarms of bees, etc.). Say what this looks like, then deal 2d4 damage to each target. Targets who survive wounding from this spell find that damage it dealt heals once the combat is over.

SWITCH

You touch two people while casting this spell (one of them can be you), and each will take on the exact appearance and voice of the other, though their behavior may not. Each subject retains their own stats, abilities, gear and talents, all appearances to the contrary. You need not have the subject's consent.

SEVENTH CIRCLE SPELLS

Seventh circle spells require two threads be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

ALIENATION

A target you can see perceives being banished to an abandoned waste, trapped in an illusion that only they experience. Others see (and may suffer from) the target's reactions, but not what caused them. The illusion cannot harm the target; however, if you weave an additional thread, it will rationalize harm inflicted on the target in reality (e.g. someone attacking them) with a corresponding event in the illusory world. If the target truly doubts the illusion, it ends. While is ongoing you take −1 to cast a spell.

APHASIA

Select any number of nearby targets. Anything the targets say comes out a nonsensical jumble. They also perceive other speech to be jumbled as well. While the spell is ongoing you take −1 to cast a spell. If you weave an additional thread, you can understand the targets and, if you desire, they can understand you.

COUNTLESS DOORWAYS

Select a mundane door. A small, nearly invisible mark appears on the door in a location of your choosing. From now on, if you touch that mark when opening the door, you may make it open into the location of any other door you have marked with this spell. The connection remains open as long as the door does, but severs if shut from either end. Strong washing with soap may erase your mark from a door.

DREAMWALK

You project your awareness into the dreams of a nearby sleeping target, leaving your own body asleep in the real world. You fully (and secretly) experience the dreams of the target, and may be able to mine them for information. You may also sculpt the dreams in any way you like and to your own purposes. You may make moves (such as discern realities or spout lore) while in the dream. Any harm you inflict on the target in their dreams deals no damage in the real world, but may cause the target to wake. While ongoing, you cannot cast spells.

LEAPING LIZARDS

Choose a monster with the *horde* tag. You craft an illusion of a 1d4 (or, if you weave an additional thread, 2d6) such monsters, then summon a spirit into it. The creatures use the same stats as real monsters of that type, except you define their instinct and they only deal 1d4 damage. The GM controls this horde, staying true to the instinct you define. The *horde* remains until it dies or you dismiss the spell.

LIFE IS ILLUSION

Select a target. When the target deals damage, you may transform some of the attack into an illusion, cutting the damage dealt (before armor) in half. While the spell is ongoing you take −1 to cast a spell. If you weave an additional thread, you may affect two additional targets.

NINTH CIRCLE SPELLS

Ninth circle spells require three threads be woven into them to be cast.

AFTERLIFE

Select a target who has recently taken damage or suffered some other ill effect. They feel the icy clutch of death upon them and, as far as they know, fall down dead, only to come to at the site of their final judgment. Describe the tribunal who judges the target and what they ask for in exchange for letting them cheat death and return to the land of the living (as if they were taking their last breath). The spell ends when the target either accepts or rejects the deal. Either way, the target “wakes up” back in the real world (where, in reality, almost no time has passed, regardless of the length of the negotiations). The target heals 1d8 damage if they accepted the deal or takes 1d8 damage if they rejected it. The spell provides no way of enforcing the deal, but the target does not know that.

DONE TO THE PLACE

Concentrate on the steading you are in and select any number of its current occupants. The spell alters the steading, altering its tags to all appearances. The occupants you select can see the changes and, knowing they are illusory, may act to reinforce them. To any affected by the illusion, the prosperity, population and defense function as if they were each one step higher or lower (decided at the time of casting). In addition, you may remove or add four other tags on the steading. While ongoing you take −1 to weave spells.

ECLIPSE

You conjure a disk of solid darkness high in the sky, slowly blotting out the sun, just as an eclipse would, over scores of miles. While ongoing you take −1 to cast a spell.

PRESENCE

Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Violators take an extra 1d10 damage whenever they take damage in your presence. While ongoing you take −1 to cast a spell.

SHADOW PALACE

You trace out a doorway in mid air and open it. The door enters into a monumental palace (furnished, appointed and staffed as you see fit) tucked into a pocket of astral space. Anything removed from the palace vanishes into mist, but while inside the palace everything is real; food is nourishing, baths are cleansing, and so on. Each thread of this spell takes a quarter hour to weave. This spell can be sustained permanently by spending 2 blood, allowing you to call the door any time you like.

NAME CIRCLE XP

STR DEX CON INT WIS CHA

STRENGTH WEAK -2 DEXTERTY SHAKY -2 CONSTITUTION SICK -2 INTELLIGENCE STUNNED -2 WISDOM CONFUSED -2 CHARISMA SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE d6 ARMOR HP KARMA

Maximum HP is 8+Constitution

LOOK choose one for each

Gaze: kind, sharp, sad
 Appearance: maudlin, jovial, strange
 Accoutrement: reverent, flowing, primitive
 Body: gaunt, knobby, flabby

SPECIES choose one

- DWARF**
When you defy danger by enduring, improve the result by one step.
- ELF**
You may cast Astral Weapon as a cantrip.
- HUMAN**
Choose one spell from another discipline's list. You can cast it as if it was a nethermancy spell.
- OBSIDIMEN** +1 armor; only wear living armor
You are one with stone. You may cast a special version of Words of the Unspeaking as a cantrip which only works on stone.
- ORK**
You may cast Grave Touch as a cantrip.

- TROLL**
When you summon a *spirit* with a spell, you may spend 3 focus to give it +1 armor.
- T'SKRANG**
When you make a bone circle, make an additional choice.

PASSIONS mark three

- Aastendar art, music, love
- Chorrolis trade, wealth, desire
- Floranus energy, victory, motion
- Garlen hearth, healing
- Jaspree growth, wilderness
- Lochost rebellion, freedom
- Mynbruje justice, empathy, truth
- Thystonius valor, physicality
- Upandal crafts, engineering
- Dis slavery, bureaucracy
- Raggok vengeance, jealousy
- Vestrial deceit, trickery

FLAGS select or invent two

- Bumptious*: challenge my knowledge and prove that I have more to learn.
- Curious*: convince me to try something I probably shouldn't.
- Devoted*: offer me an easier solution that requires I compromise my relation with .
- Graceless*: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- Peculiar*: refuse my aid because I'm different.
- Portentous*: seek my divinations in a moment of uncertainty and trust them implicitly.
- Righteous*: offer me an easier solution that requires I violate my principle of .
- Skilled*: seek my help in learning how to .
- Trustworthy*: confide in me a secret that would damage you if reveal
- Visionary*: offer me an easier solution that interferes with my dream of .

GEAR Load is 10+STR

- your grimoire (1 weight)
 appropriate artisan tools (1 weight)
 dungeon rations (uses: , ration, 1 weight)
- Choose your defenses:
- hide armor (1 armor, worn, 1 weight)
 - bone decorated robes (worn)
 - bare skin (0 armor, living)
- Choose your armament:
- axe (close, 1 weight)
 - spear (reach, thrown, near, 1 weight)
 - staff (close, two-handed, 1 weight)
 - whip (reach, dangerous, entangling, 1 weight)
- Choose two:
- adventuring gear (uses: , 2 weight)
 - healing potion
 - simple mount of appropriate size (beast, mount)
 - 8 coins

THREADS two threads per circle

STARTING MOVES

NETHERMANCY

Through insight, fortitude and a special connection to spirit realm, you can weave threads into spells. You gain access to a number of abilities related to spell casting:

- You may use the astral sight move.
- You have mastered several nethermancy spells and inscribed them in your grimoire. You start out with three first circle nethermancy spells as well as the cantrips. Whenever you gain a circle, you add a new nethermancy spell of your circle or lower to your grimoire.
- You know how to form and stabilize a spell matrix. You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into them may not exceed twice your own circle.
- You may weave spells with +WIS.
- You may cast spells with +CON.

ROUSING CALL
 When you cast a **summoning spell**, you may spend focus to make the summoned spirit tougher, adding 1HP per focus spent.

REAPER
 When you take time to respectfully tend to the dead, take +2 forward.

RITUAL OF BONE
 When you spend a couple grueling hours constructing and inscribing a bone circle several feet across, inviting a spirit to live within it, roll+CON. On a hit, a bone spirit inhabits the circle and will attack anyone who enters, or is already within, the circle, except you. On a 10+, choose three. On a 7-9, choose one. You may spend a point of karma to make an additional choice, but not on a miss:

- The spirit is particularly potent: take +1 when weaving a nethermancy spell within the circle.
- The spirit will not attack targets you designate.
- The circle lasts for days instead of hours.
- The circle is particularly hard to spot.
- The circle is completed in less time than usual.
- When in the circle, you may concentrate and observe the world as if standing in another of your active bone circles.
- When you speak within the circle, if you desire, your voice may be heard by any standing near all of your other active bone circles.

STABBING A WINDOW
 Add the following to the hack and slash list:

- You sense something notable about the target's soul or nature, the GM will tell you what.

EXPRESSIONS OF THE NETHERWORLD
 When you create art with bone carving or embroidery, take +1. If you give the result in a successful greeting ritual, the recipient may take +1 to the their last breath, if they possess the art.

TALENTS

You may weave threads into talents, if you meet their requirements:

- BRANDED**
You bear a mark of your connection with the dead. Dead spirits know you as their own, and any that still cling to the mortal plane will speak with you, sharing openly. The living see your mark as an ill omen, and you take -1 ongoing to CHA rolls with those who see your mark. Choose a part of your body that takes on the visible aspects of death while remaining fully functional:
- Arm**: Any weapon you grasp flows into the other world. It gains +2 piercing against living creatures.
- Eye**: When you touch a corpse you see what it saw in its last moments. The GM will describe it.
- Legs**: Your passing leaves no mark or scent.
- Tongue**: You may lace any oath, prayer, or spell with a link to the forbidden land. Its effects on the dying or dead will be amplified, as described by the GM.

Second or third thread (requires circle 4): Choose another body part to take on the visible aspects of death.
Second or third thread (requires circle 4): Your mark grows such that it may not be concealed. Describe it. The dead will seek you out, giving you what aid they can. The undead will not harm you. The parochial will treat you as a pariah.

FEELING LOSS
 You first enter a steading, you may ask the GM: "Who here suffers most from death of their loved ones?" Take +1 ongoing acting on the answer.

IMPRECATION
 When you call on the spirits to curse a target you can see, take a random debility (if you already have that debility, you got lucky) and roll+WIS. If you do this inside a bone circle, improve the result by one step. On a 10+ the target will soon take a noticeable loss in the arena of your choice. On a 12+ so will one of the target's descendants. On a 7-9 the target is merely unlucky in the chosen arena until the spirit grows tired of tormenting it. On a miss, possibilities include the target discovering what you were attempting, or the spirits become offended and cursing you instead, etc. Curses can affect these arenas: finances/occupation, health/well-being, love/relationships, prospects/hope, status/reputation

SPIRIT TALK
 You can speak with and understand all spirits, not just those who communicate verbally. You can communicate with nearby spirits even when they are solely in astral space and you are not.

SPIRITUAL PROTECTION
 When you wear no armor or shield you get +CON armor.

THE SCALES OF LIFE AND DEATH
 When someone faces last breath in your presence, they take +2. *Second thread (requires circle 6)*: When you touch someone taking their last breath, you see what they do beyond the Black Gates and may intercede. Death will forfeit their soul for now in exchange for an appropriate (not necessarily immediate) favor or sacrifice. If you agree, the target comes back to life, and you take -3 ongoing to your own last breath until the debt is paid.

OBSTINACY requires circle 2
 When you cast a spell you ignore a "-1 to weave spells" or "-1 to cast spells" penalty from one of your ongoing spells.

REPEL UNDEAD requires circle 2
 When you concentrate on a life-affirming pattern and breathe song into it, roll+WIS. On a hit, so long as your song continues, no undead may come within reach of you. On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee; aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar.

SPEAKER FOR THE DEAD requires circle 2
 When you spout lore about undead, spirits, burial customs, or other matters of life and death, you use WIS instead of INT. On a 12+, you also get to ask the GM any one question about the subject.

SPIRIT TUTOR requires circle 2
 Choose one spell. You may use that spell as if it was one circle lower (this does not change the number of threads needed to cast it).
Second thread (requires circle 6): Choose another spell to use as if it was one circle lower.


SPIRITUAL INTERVENTION requires circle 2
 When you attune a spell matrix gain 1 hold, losing prior hold. When you or an ally takes damage, you may spend 1 hold to call on the spirits, who intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage. You may spend 1 karma to gain +1 hold.

ABATE CURSE requires circle 4
 When you perform an hour long ritual of abatement on a cursed item or person within a bone circle, roll+WIS. On a hit, you transfer the curse to the circle's bone spirit. If the spirit previously obeyed your commands, it no longer does. When the bone circle dissipates, so does the curse. On a 7-9, when the bone circle dissipates, the bone spirit, still cursed, goes free. On a miss, a lot can go wrong.

CALL TO TASK requires circle 6
 When you call the name of a dead spirit near the location of its death or while holding an object dear to it, roll+WIS. If you do this in a bone circle, take +2. On a hit, you may command the ghost to haunt any person or place whose true pattern you know, including yourself. If you choose to have it haunt you, you may have it take damage which was meant for you, then it disappears and must be summoned again. On a 7-9, the spirit demands a price.

LIFESENSE requires circle 6
 You constantly sense the energy of living beings, even those you cannot see. When you discern realities, you may always ask "what living beings are nearby?", even on a miss.

ERASE HORROR MARK requires circle 8
 When you perform a day-long ritual on a horror-marked person or object, roll+CHA. On a 10+ you remove the mark from the subject. On a 7-9 you remove the mark, but only by transferring it to yourself, where it will fade after seven days.

BLOOD 

Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____

NETHERMANCER

NETHERMANCY SPELLS

CANTRIPS

All known cantrips may be cast without performing any type of weaving.

REPEL ongoing

Choose any creatures you can see (including yourself). For the next day, mundane insects and other minor vermin will stay away from the selected targets.

UNSEEN SERVANT summoning , ongoing

You conjure a simple invisible construct that can carry items. It has load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried. Otherwise the unseen servant serves you until you end the spell.

WISP ongoing

You conjure a simple floating orb which glows dimly, shedding light roughly equal to that of a full moon over a short distance. You may direct this orb in any direction or elevation, and it will obey at no faster than walking pace. Should the orb ever move out of your line of sight, the spell ends.

FIRST CIRCLE SPELLS

First circle spells require one thread to be woven into them to be cast.

□ ASTRAL WEAPON ongoing

While you use astral sight, you are armed with a weapon (+1 damage, close, 0 weight) that may hack and slash astral beings using WIS instead of STR. While ongoing you take −1 to cast a spell.

□ BONE DANCE ongoing

Point to a target with a skeleton. While ongoing, the target’s bones move of their own accord, moving the target around in random directions. If the target spends time to pull themself together, the spell ends. While ongoing you take −1 to cast a spell.

□ BRIGHT ONE summoning, ongoing

You summon a tasked spirit to assist you. Gain 1d4 hold. When you take an action, spend 1 hold to have the spirit aid you (giving you +1 to your action). When you run out of hold, the spell ends and the spirit vanishes.

□ CONTACT SPIRITS summoning

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability. If you weave and cast this spell within a bone circle, you may ask three questions. If you are touching the corpse of the spirit, ask an additional question.

□ GRAVE TOUCH summoning, ongoing

You draw on spirits of the dead, channeling their energy through your body into your enemies. Gain 1d6 hold. You may spend 1 karma to gain +1 hold. When you hack and slash, you may spend 1 hold to roll+CON instead of +STR and, on a hit, you add +1d4 damage. While ongoing, take −1 to casting spells. If you run out of hold the spell ends.

□ MURDER FOG summoning

Point to any location you can see. At that spot, a vaguely humanoid fog coalesces and you coax a maleficent spirit to inhabit it. The fog ghost is a monster: *solitary, amorphous, spirit*, 7 HP, 0 armor, freezing touch (d6, *close*), instinct: to indiscriminately kill the nearest living thing. The GM controls this monster, and may use it for moves, with the understanding that it is mindless and attacks solely based on proximity. You have no control over this creature, nor may you dismiss it. The fog ghost dissipates when it is killed.

□ SHADOW’S WHISPER divination, ongoing

While ongoing, you may hear anything spoken next to any nearby shadows. While ongoing you take −1 to weaving threads.

THIRD CIRCLE SPELLS

Third circle spells require one thread be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

□ ANIMATE DEAD summoning, ongoing

You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a follower with no cost and: Quality +1, Loyalty +2, 1 HP, bite (d6, *hand*), *construct*, Instinct: to eat namegiver flesh. The zombie has the move “smell brains” and gains your choice of 1d4 of these traits (you may spend one karma to gain an additional choice):

- It’s talented. Increase Quality to +2.
- It’s durable. It has +2 HP for each nethermancer circle.
- It has a functioning brain and can complete complex tasks. It gains a *-wise* tag based on its prior life.
- It does not appear obviously dead, at least for a day or two.

The zombie remains until it is destroyed, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell. This spell must be cast in a bone circle.

□ DISMISSAL

You disrupt the pattern of the summoning which called a target *spirit* creature. Ideally, this banishes the target back from where it came. If not cast perfectly, however, a common complication is the severing of the spell giving the summoner control over the summoned, but not sending the summoned back, leaving an uncontrolled spirit in your midst. If you weave an additional thread, you may target two additional summoned creatures.

□ PAIN enchantment, ongoing

You inflict excruciating agony on a visible target. Gain 1d6 hold. Any time the target deals damage or makes a move, you may spend 1 hold to deal 1d4 damage to it. If you run out of hold, the spell ends. If you weave an additional thread, hold an additional 2 and grant +1 ongoing to anyone acting against the target as well. You may not aid another while ongoing.

□ RESURRECTION

Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions:

- It’s going to take days/weeks/months
- You must get help from _____
- It will require a lot of money
- The target may change in a particular way
- You must sacrifice _____ to do it
- You must cast the spell in a bone circle
- You must cast the spell in some specific location

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it’s permanent, or require you to meet the conditions before the corpse is resurrected.

□ WANDERING EYES summoning, ongoing

You summon a tasked spirit which manifests as a floating puffball with two large eyes. While ongoing, you see through these eyes, and may direct them in any direction (including up and down) at running pace. If you weave an additional thread, choose a special ability for the spirit, such as:

- Its eyes can see in the dark
- You can hear through it
- You can speak through it
- It can spit a glowing ink, useful for marking trails.
- It can perform small manipulations, such as opening doors.

This spirit, which has 1 HP, vanishes if killed. While the spell is ongoing, you cannot see through your own eyes and cannot cast spells. When directing the spirit from within a bone circle, take +1 ongoing when discerning realities through the eyes.

□ ZEALOT summoning, ongoing

A simple ally spirit appears and fanatically follows your orders. Treat it as a follower with no cost and: Quality +1, Loyalty +3, 3 HP, touch (d4, *hand*), *spiritwise*, *spirit*, and 1d4 other tags of your choice. Instinct: to “help” too much. The ally has the dual natured special quality, but no moves. The spirit remains on this plane until destroyed, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

□ ASTRAL FLARE evocation

You release a massive flash of energy into astral space. Anyone within *far* range of you perceiving or present in astral space becomes “blinded”, and most astral natives will flee. No light of this flare reaches the real world, but astral creatures will cast shadows there as if they were present. In astral space, the flare is visible from a long way off.

□ CONTAGION ongoing

Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While ongoing you take −1 to cast a spell. You may spend one blood to continue the disease after the spell ends.

□ DUST TO DUST evocation

You fill the area around you with a glowing affirmation of life. Turn 1d6 undead *horde* enemies you can see (of the GM’s choice) to dust. If you weave an additional thread, it affects 2d8 undead hordes instead.

□ TRAP SOUL

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

□ WORDS OF THE UNSPEAKING divination

With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can. If you cast this spell within a bone circle, you may ask an additional question.

□ SUMMON ALLY summoning, ongoing

An ally spirit appears and aids you as best it can. Treat it as a follower with no cost and: Quality +1, Loyalty +3, 3 HP, claw (d6, *close*), *spiritwise*, *spirit*, armor 1, and three other tags of your choice. Instinct: to doubt its summoner. The ally has the astral native and materialization special qualities and 1d6 of these traits (you may spend one karma to gain an additional choice):

- Increase Quality to +2
- Replace its instinct with “to obey”
- It does 1d8 damage
- Increase armor to 3
- Its bond to your plane is strong: +1 HP for each circle
- Gains an additional tag or weapon tag
- Gains the move: “frighten them”
- Gains the move: “banish a spirit”
- Gains the move: “curse them”
- Gains the move: “conceal them”
- Gains the move: “confuse them”
- Gains the move: “trace a simple item to its source”
- Gains some other move

The spirit remains until destroyed, you dismiss the spell, or its Loyalty reaches −3. While the spell is ongoing you take −1 to cast a spell. You must cast this spell from within a bone circle.

SEVENTH CIRCLE SPELLS

Seventh circle spells require two threads be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

□ BONE JUMP ongoing

Two of your active bone circles become connected. While ongoing, anyone (or, if you weave an additional thread, only those you designate) stepping into one circle will be instantly transferred to just outside the other, and you take −1 to weave threads. You must cast this within one of the two circles.

□ CLOUDKILL summoning, ongoing

A cloud of fog drifts into this realm from beyond, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. If you weave an additional thread, allies you designate reduce damage they take from the cloud by your CON. This spell persists so long as you can see the affected area, or until you dismiss it.

□ MARK OF DEATH

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

□ SOURCE OF WIT summoning

You summon a tasked spirit, then tap the head of a target (including yourself) to bind the spirit into the target’s mind. The target gains 3 hold and may spend 1 karma to gain +1 hold. The target may spend 1 hold to reroll a failed test involving INT, WIS or CHA. Unless you weave an additional thread, if the target fails a re-roll, the spirit vanishes, taking any unused hold with it. If the target runs out of hold, the spirit vanishes.

□ SPIRIT BOLT evocation

Fire a ray of violet energy at any *spirit* you can see. If you are using astral sight, this spell can target spirits in astral space. Deal 2d6 (or, if you weave an additional thread, 2d10) damage to the target. This damage ignores armor and takes a long time to heal.

□ SYMPATHY ongoing

You touch one target (including yourself) and gain 1d4 hold. Any time the target takes damage from an attacker, you may spend 1 hold to have the spell deal the same amount of damage to the attacker. This spell may target a group pattern you are part of and, if so, you may spend hold any time any member of the target group takes damage from an attack. If you weave an additional thread to this spell before casting, you gain +2 hold and name an additional target. If you run out of hold, the spell ends. While the spell is ongoing you take −1 to cast a spell.

NINTH CIRCLE SPELLS

Ninth circle spells require three threads be woven into them to be cast.

□ CALL HORROR summoning, ongoing

You call the true name of a horror (which you must discover beforehand), summoning it from astral space. This spell must be cast from directly outside a bone circle prepared especially and solely for this summoning. The horror (or some part of it) manifests within the circle. Choose 1d4 of the following:

- The horror immediately kills the bone spirit in the circle, binding itself to the circle instead.
- The horror will offer you great rewards in return for release into the physical world.
- The horror will accede to one of your demands in return for being returned to astral space.
- The horror will not mark you.

While ongoing you cannot weave threads.

□ CONSUME UNLIFE

The mindless undeaad *construct* you touch is destroyed utterly and you steal its death energy, gaining 2 hold for each HP the creature had remaining before you destroyed it. Touch someone (including yourself) to heal them for 1 HP for each hold spent.

□ PLAGUE ongoing

Name a steading. As long as this spell is active, that place is beset by a plague appropriate to your Passion’s domains (locusts, death of the first born, etc.), gaining a *blight* to reflect this. While ongoing you take −1 to cast a spell.

□ RECYCLE

The soul who volunteers to be the target of this spell is ripped from its home (body, ghost, gem prison, etc.) and pushed into the cycle of life and death, reincarnating in the nearest convenient unborn namegiver. Its former home is utterly destroyed, preventing the soul from being resurrected, interrogated or summoned.

□ TALENT SHREDDER ongoing

Select a trait, special ability or other known talent of a target monster. While ongoing, the monster may not gain benefits from that ability, nor make a move involving that talent/ability, and you take −1 to weave threads.

NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE d8 ARMOR HP KARMA

LOOK choose one for each

Gaze: wild, sharp, bestial
 Appearance: wild, professional, grubby
 Accoutrement: concealing, durable, practical
 Body: lithe, wild, sharp

SPECIES choose one

- DWARF**
When you discern realities about underground locations, you may ask an additional question, even on a miss.
- ELF**
When you navigate through the wilderness, improve the result by one step.
- HUMAN**
When you stay sharp, improve the result by one step.
- OBSIDIMEN** +1 armor; only wear living armor
You may use the disable talent with +STR. You reduce the circle requirements for tremors by four.
- ORK**
Add to the list of hack and slash choices:
 - deal +2d6 stun damage.

TROLL
When you hunt and track in the dark, improve the result by one step.

T'SKRANG
When you defy danger and use your tail to your advantage, take +1.

WINDLING astral sight
When you ride a flying mount, take +1 ongoing to order that mount.

PASSIONS mark three

- Aastendar art, music, love
- Chorrolis trade, wealth, desire
- Floranus energy, victory, motion
- Garlen hearth, healing
- Jaspree growth, wilderness
- Lochost rebellion, freedom
- Mynbruje justice, empathy, truth
- Thystonius valor, physicality
- Upandal crafts, engineering
- Dis slavery, bureaucracy
- Raggok vengeance, jealousy
- Vestrial deceit, trickery

FLAGS select or invent two

- Accommodating*: counter my proposal with a less attractive one I must either accept or disrupt the harmony of the group.
- Ardent*: convince me to do something I shouldn't in order to please a Passion.
- Audacious*: overcome my reluctance by offering opportunities for danger.
- Bumptious*: challenge my knowledge and prove that I have more to learn.
- Compassionate*: offer me an easier solution that requires I exploit those weaker than me.
- Curious*: convince me to try something I probably shouldn't.
- Graceless*: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- Greedy*: offer me financial reward to undermine a friend.
- Heroic*: let me keep you from going first into danger so I can go myself
- Peculiar*: refuse my aid because I'm different.
- Trustworthy*: confide in me a secret that would damage you if reveal

GEAR Load is 11+STR

- appropriate artisan tools (1 weight)
 knife knife (hand, hand, 1 weight)
 Choose your defenses:
- leather armor (1 armor, worn, 1 weight)
 - bare skin (0 armor, living)
 - wilderness clothing (worn)
- Choose two weapons:
- hunters bow (near, far, 1 weight)
 - short sword, axe, or club (close, 1 weight)
 - spear (reach, thrown, near, 1 weight)
 - staff (close, two-handed, 1 weight)
- Choose two:
- adventuring gear (uses: , 2 weight),
dungeon rations (uses: , ration, 1 weight)
 - adventuring gear (uses: , 2 weight),
bundle of arrows (ammo: , 1 weight)
 - shield (+1 armor, 2 weight)
 - simple mount of appropriate size (beast, mount)
 - any common pet (beast)

THREADS two threads per circle

STARTING MOVES

ENSNARE

When you prepare an area with traps (bending trees with spikes, digging pits, lifting deadfalls, etc.), roll+STR. On a 10+, hold 3. On a 7-9, hold 1. You may spend 1 karma to gain +1 hold. Spend your hold when enemies or creature move through this area, choosing one for each hold spent:

- One target is entangled or otherwise immobilized.
- One target takes 1d8 forceful damage.
- One target is shaken and loses access to one of its moves until it leaves the area.
- One target is made to interfere with another.
- What happens to one target is not noticed by the others.

HUNT AND TRACK

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

- Gain a useful bit of information about your quarry, the GM will tell you what.
- Determine what caused the trail to end.

OUTRIDER

When you scout ahead, you make an additional choice, even on a miss. You may also spend 1 karma to make an additional choice.

VIBE

When you enter a steading for the first time hold wis. Spend hold any time in that steading to ask one of the following. You also add these questions to the list when discerning realities about any steading or site:

- How could I be accepted by the people here?
- How could I best attract attention here?
- How could I gain access to what is secret here?
- What here is a source of strife?
- Where could I best hide around here?

FURTIVE STRIKE

Add the following to the hack and slash list:

- You prevent the target from making noise.

EXPRESSIONS OF THE TRAIL

When you create art with rune carving or wood carving, take +1. If you give the result in a successful greeting ritual, any attempt to track the recipient succeeds as if you rolled at 10+, if they have the art in their possession.

TALENTS

You may weave threads into talents, if you meet their requirements:

A SAFE PLACE

When you set the watch for the night, everyone takes +1 to stay sharp on watch, including you.
 Second thread (requires circle 6): Also, anyone who does not take watch adds your +wis to the number of HP they heal while resting.

READ LIPS

When you see a creature speaking a language you know, you can understand what they are saying even if you cannot hear them.

CAMOUFLAGE

When you keep still in natural surroundings, enemies never spot you until you make a movement. Take +2 forward to act against a target unaware of your presence. If you successfully order a mount or beast to stay still with you, they will do so as long as you like, gaining the same benefits.

FOLLOW ME

When you undertake a perilous journey you may act as both scout and navigator. You make a separate roll for each, but may navigate using +wis instead of +int.

AWARENESS requires circle 2

When you discern realities about a location, you add the following to the list of questions you may ask the GM:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What is the best available location for an ambush?
- What is the safest route through?

Second thread (requires circle 6): When you discern realities about a location, you may ask two additional questions, even on a miss.

CLOSER LOOK requires circle 2

When you stand still and focus your vision, you can make out fine details at far range and beyond.

FAMILIAR PREY requires circle 2

When you spout lore about a monster you use +wis instead of +int. In addition, on a 12+, you get to ask the GM any one question about the subject.

FORGOTTEN EARTH requires circle 2

When you defy danger by jumping, you may clear distances beyond natural limits (leaping over walls, crossing a crevasse, etc.)

IN AND OUT requires circle 2

When you roll for another move that you want to perform in a clandestine manner, tell the other players ...

- ... why no one suspects your approach.
- ... why no one notices your action.
- ... why you leave no trace behind.

When the move is rolled, on a 10+, in addition to the normal result, all that you say is true. On a 7-9, the GM chooses one of your statements to be false, the others are true.

SNIPE requires circle 2

When you strike with a ranged weapon from hiding, your first shot never gives away your position and, if it hits, you may roll damage twice and take the better result.

WITHOUT A TRACE requires circle 2

When you mask a trail, roll+WIS. On a 10+ no one will be able to track the trail, not even by scent or with magic. On a 7-9 only extremely skilled trackers or those with magical assistance will be able to track the trail. On a miss, you make the trail easier to spot.

ZONE IN requires circle 2

When you expand your senses to take in your opponents at the start of hostilities, what you notice can be exploited in the ensuing scuffle. Gain hold equal to your circle. Spend it during the fight to:

- Ignore wis points of a target's armor for a single strike.
- Improve the result of a defy danger roll you make by one step.
- Cause one opponent to interfere with another.
- Use something in your surroundings as a close weapon with either forceful, messy, or entangling.
- Notice something important about the opposition.
- Add +1d4 to a damage roll.

Second thread (requires circle 6): Spend 2 hold to:

- Ignore target's armor for a single strike.
- Add +1d8 to a damage roll.
- Improve the result of an ally's defy danger roll by one step.

BY NATURE SUSTAINED requires circle 4

You don't need to eat or drink. If a move tells you to mark off a ration just ignore it.

DISABLE requires circle 4

When you pick locks or disable traps, roll+DEX. On a hit, you do it. On a 7-9, the GM will also offer you two options between suspicion, danger, or cost.

SECRET PATHS AND WAYS requires circle 4

You know places in the wilderness where secret paths lie unseen. When you travel by a way that is beyond the mortal world, roll +wis. On a 10+, it leads where you want it to. On a 7-9, you or the GM must choose a difficulty:

- Others find the way who did not know it before.
- The journey takes much longer than it seemed to.
- The way is long and hard. Each person who takes it must consume a ration or mark the debility weak.
- You encounter some danger upon the road.

TREMORS requires circle 4

You can feel vibrations echoing through the earth. You can never be ambushed or surprised underground or on hard ground, even in the dark. When an enemy, trap, or accident would get the drop on you, you get to act first unless they never touch the earth.

Second thread (requires circle 8): When you ask a cave about someone or something else inside it, roll+int. On a 10+, the cave tells where it is, what it's doing, and answers any one question you ask about it. On a 7-9, the cave tells you either where it is or what it's doing.

MAGIC SENSE requires circle 6

You may make use of the Astral Sight special move.

WEATHER WEAVER requires circle 8

When you are under open skies when the sun rises the GM will ask you what the weather will be that day. Tell them something naturally possible, it comes to pass.

FOLLOWERS

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

BLOOD

Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____

SCOUT

NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
STRENGTH	DEXTERTY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE **d10** ARMOR HP KARMA

LOOK *choose one for each*

Gaze: fiery, contemptuous, gleeful
 Appearance: cosmopolitan, bold, restrained
 Accoutrement: garish, ornate, minimal
 Body: hulking, spry, sturdy

SPECIES *choose one*

- DWARF**
When you defy danger with a shield, you may release the shield to improve the result by one step.
- ELF**
When you volley with a thrown weapon, deal +2 damage.
- HUMAN**
When you hack and slash with an improvised weapon, deal +2 damage.
- ORK**
When you succeed in letting it all out, make an additional choice.
- TROLL**
When you and your shipmates or bonded group are acting honorably, take +1 ongoing to hack and slash.
- T'SKRANG**
When you are on an unstable, shifting or narrow surface, take +1 to any move that requires roll+DEX.

PASSIONS *mark three*

- Aastendar *art, music, love*
- Chorrolis *trade, wealth, desire*
- Floranuus *energy, victory, motion*
- Garlen *hearth, healing*
- Jaspree *growth, wilderness*
- Lochost *rebellion, freedom*
- Mynbruje *justice, empathy, truth*
- Thystonius *valor, physicality*
- Upandal *crafts, engineering*
- Dis *slavery, bureaucracy*
- Raggok *vengeance, jealousy*
- Vestrial *deceit, trickery*

FLAGS *select or invent two*

- Ardent**: convince me to do something I shouldn't in order to please a Passion.
- Audacious**: overcome my reluctance by offering opportunities for danger.
- Devoted**: offer me an easier solution that requires I compromise my relation with .
- Graceless**: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- Greedy**: offer me financial reward to undermine a friend.
- Gullible**: tell me a lie I believe.
- Heroic**: let me keep you from going first into danger so I can go myself
- Peculiar**: refuse my aid because I'm different.
- Pugnacious**: offer me a peaceful solution that I must derail with violence.
- Selfish**: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Visionary**: offer me an easier solution that interferes with my dream of .
- Unsophisticated**: exemplify a social convention or intricate concept I must misunderstand.

GEAR *Load is 9+STR*

- appropriate artisan tools (1 weight)
 Choose your defenses:
- leather armor (1 armor, worn, 1 weight)
 - chainmail (1 armor, worn, 1 weight)
 - scale mail (2 armor, worn, clumsy, 3 weight)
- Choose your armament:
- short sword, axe, or warhammer (close, 1 weight)
 - cutlass (close, +1 damage, 2 weight)
 - rapier (close, precise, 1 weight)
 - spear (reach, thrown, near, 1 weight)
 - throwing knives (thrown, near, ammo:)
 - whip (reach, dangerous, entangling, 1 weight)
- Choose two:
- 2 healing potions
 - shield (+1 armor, 2 weight)
 - antitoxin, poultices and herbs (uses: , slow, 1 weight)
 - repair kit (uses: , slow, 1 weight)
 - tiny or small animal that might be welcome on ship (beast)
 - 10 coins

THREADS *two threads per circle*

STARTING MOVES

HONOR OR SPOILS

When you take a trophy to commemorate an impressive victory, hold 1d4+3. If you lose possession of the trophy or take a new trophy, loose all hold. When you run out of hold, the trophy ceases to be a point of noteworthy conversation. Spend hold to:

- Take +2 to carouse
- Take +1 to recruit
- Take +1 to discern realities about the trophy
- Take +1 to spout lore about the trophy
- Gain insight into the trophy's past and nature, learning a question that must be answered to unlock one of its ranks (if any)
- Impress someone of the GM's choice in a way you specify
- Impress someone you choose in a way the GM specifies

LET IT ALL OUT

When you shout over the din of battle, roll+STR. On a 10+ choose two. On a 7-9 choose one. On a miss, your words or intent might be misinterpreted or mocked. You may spend 1 karma to make an additional choice, even on a miss.

- You intimidate someone: they either do what you say, flee, or attack you (their choice)
- You stir non-combatant spectators: they are filled with dread or inspiration (your choice).
- Everyone in the vicinity (within far range, on the whole vessel, inside the building, etc.) hears and understands
- Divert attention from an ally to yourself
- You heal 1d4 HP

MY SHIP IS MY CLAN

When a ship you crew or group to which you are bound is insulted, take +1 ongoing to any efforts which serve to redress the insult, but -1 ongoing to any efforts that don't, until the slight is rectified.

WHATEVER'S HANDY

Add the following to the hack and slash list:

- As part of the attack you exchange some or all of what you are holding with something else nearby or on your person.

EXPRESSIONS OF FREEDOM

When you create art with panel painting or wood carving, take +1. If you use the result in a successful greeting ritual, the recipient will keep mentioning your most recent trophy in conversation, so long as they retain the art.

TALENTS

You may weave threads into talents, if you meet their requirements:

- DAMAGE CONTROL**
When you jury rig an airship successfully, make an additional choice.
Second thread (requires circle 6): On a 12+, if you repair something caused by gaining stress, remove that point of stress.
- SHIELD BASH**
When you hack and slash with your shield, add this choice:
 - knock the enemy away or down and take +1 forward against them.

BOARDING PARTY

When you board a hostile vessel or your vessel is boarded by hostiles, hold 1d4. You may spend one karma to gain +1 hold. During the battle, spend hold one-for-one to:

- during some sort of physical action, also incidentally start or extinguish a fire.
- add to the list of hack and slash choices: knock the target from the deck.
- describe how you defy a danger using the rigging or other elements of the environment and automatically take the 10+ result.
- when dealing damage to the vessel, deal +1d4 damage.
- take a danger that would affect someone near you onto yourself.

LOUDER

When you let it all out, add an additional choice to the list of possibilities for each thread you weave into this talent:

- (requires circle 2) You disarm someone: their damage is halved until they are rearmed.
- (requires circle 4) You terrify the easily cowed: a group or horde that lacks the organized or terrifying tags flees for a short while.
- (requires circle 6) You prevent a spell being woven but not yet cast.
- (requires circle 6) You heal 1d8 HP

SKY LEGS

When you are on an unstable, shifting or narrow surface (such as the deck of a ship, rigging, rooftop, sand, etc.), gain +1 armor. Second thread (requires circle 6): Gain +2 armor instead.

ONE IN EVERY PORT *requires circle 2*

When you enter a steading you have visited before, gain CHA hold for the duration of your stay. Spend hold any time to know...

- ...someone willing to help you.
- ...exactly where to go to find something or someone.
- ...the best way to avoid a complication.

SCENT OF BLOOD *requires circle 2*

When you deal damage to an enemy, your next attack against that same foe deals +1d4 damage. Second thread (requires circle 6): Your next attack against that same foe deals +1d8 instead.

SHOCK AND AWE *requires circle 2*

When you attack someone up close and they don't see it coming, deal your damage or roll+STR. On a hit, deal your damage and choose one. On a 10+ also choose another. You may spend karma to make one additional choice, even on a miss.

- Deal +STR damage.
- Knock what they are holding to the ground. If this is a weapon, they do half damage until they are rearmed.
- Create an advantage, +1 forward to you or an ally acting on it.
- Knock them from where they are standing.
- Deal 1d6 damage to a different enemy within weapon range.
- Take STR armor forward against their next attack.

Second thread (requires circle 6): Make an additional choice.

WIND CATCHER *requires circle 2*

When you leap or fall from a great height, roll+DEX. On a hit you land on your feet, completely unharmed. On a 10+ you land exactly where you were aiming. On a 7-9 the farther you fall, the further away from your target you drift.

DECK ANCHOR *requires circle 4*

When you don't want to be moved, plant your feet and hold STR. If something would knock you down or move you, instead spend 1 hold or 1 karma to keep your feet stuck like glue. Lose all hold if you voluntarily move.

CONVERSATIONALIST *requires circle 4*

When you let it all out, always gain an additional choice, even on a miss.

HOT SHOT PILOT *requires circle 6*

When you have a chance to show off your moves as a pilot, you may automatically take the 10+ results of any control vehicle rolls.

REBOARDING *requires circle 6*

When you hold out your hand to a loose, familiar object, the object (a weapon you have thrown or dropped, the end of a rope, your lucky coin, your shield, etc.) flies into your hand.

STORM SHIELD *requires circle 6*

When you focus on your strength and physical prowess for a few moments, hold 1d4+STR. You conjure a fog-like disk of crackling air, which you may wield as a shield (+1 armor, 0 weight). Any time you are attacked, you may spend 1 hold to give the attacker an electric shock, dealing 1d4 damage. If this damage kills the attacker, their attack on you is negated. When you run out of hold, the shield vanishes, and may not be summoned again until you make camp.

RIDE THE LIGHTNING *requires circle 8*

When you roar and sing from the deck of an airborne airship for a few minutes, roll+STR. On a 10+ you summon a fierce storm, but the ship you are on is protected from it. Gain 1 hold while the storm lasts. You may spend one hold to direct a lightning strike into any ship within the storm. On a 7-9 you summon a fierce storm, which mostly doesn't bother the ship you are on.

FOLLOWER

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

SHIP

Name:	Control:
Tags:	Passengers:
	Cover:
Moves/Gear:	

BLOOD

Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____



NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE **d10** ARMOR HP KARMA

Maximum HP is 10+Constitution

LOOK choose one for each

Gaze: fiery, cold, weary
 Appearance: adventurous, urbane, secretive
 Accoutrement: aristocratic, threadbare, flamboyant
 Body: muscular, lithe, agile

SPECIES choose one

DWARF
 When you hack and slash a *solitary*, *large* target with a favorite weapon made by dwarven hands, it gains an additional enhancement.

ELF
 When you discern realities about a *solitary* enemy, ask an additional question, even on a miss.

HUMAN
 Your personal idiom favors an additional type of weapon.

OBSIDIMEN +1 armor; *only wear living armor*
 When you defend against a *solitary* enemy, get +1 readiness, even on a miss.

ORK
 When you hack and slash a *solitary* target with a *messy* weapon, add +2 damage.

TROLL
 When you hack and slash on a 10+, always add +3 armor against the enemy's attack, if any.

T'SKRANG
 When you defend against a *solitary* enemy and spend readiness to deal damage, add +DEX to the damage you deal.

WINDLING astral sight
 When you throw down the gauntlet, take +1.

PASSIONS mark three

- | | |
|---|--------------------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Aastendar | <i>art, music, love</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chorrolis | <i>trade, wealth, desire</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Floranuus | <i>energy, victory, motion</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Garlen | <i>hearth, healing</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Jaspree | <i>growth, wilderness</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lochost | <i>rebellion, freedom</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mynbruje | <i>justice, empathy, truth</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Thystonius | <i>valor, physicality</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Upandal | <i>crafts, engineering</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dis | <i>slavery, bureaucracy</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Raggok | <i>vengeance, jealousy</i> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Vestrial | <i>deceit, trickery</i> |

FLAGS select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Devoted*: offer me an easier solution that requires I compromise my relation with .
- Greedy*: offer me financial reward to undermine a friend.
- Heroic*: let me keep you from going first into danger so I can go myself
- Irresponsible*: convince me to shirk my duty.
- Peculiar*: refuse my aid because I'm different.
- Righteous*: offer me an easier solution that requires I violate my principle of .
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.

GEAR Load is 12+STR

appropriate artisan tools (1 weight)
 dungeon rations (uses: , ration, 1 weight)
 Choose your defenses:
 leather armor (1 armor, worn, 1 weight)
 breastplate (1 armor, worn, 1 weight)
 bare skin (0 armor, living)
 Choose your armament:
 dueling rapier (close, 1 piercing, precise, 2 weight)
 short sword, axe, or warhammer (close, 1 weight)
 long sword, battle axe or flail (close, +1 damage, 2 weight)
 maul, greataxe, or greatsword (close, two-handed, messy, 3 weight)
 spear (reach, thrown, near, 1 weight)
 dagger (hand, 1 weight)
 staff (close, two-handed, 1 weight)
 whip (reach, dangerous, entangling, 1 weight)
 fists (hand, 1 weight)

Choose two:
 adventuring gear (uses: , 2 weight)
 dungeon rations (uses: , ration, 1 weight)
 simple mount of appropriate size (beast, mount)

THREADS two threads per circle

- _____
- _____
- _____
- _____
- _____

STARTING MOVES

PERSONAL IDIOM

When you hold your favorite weapon, your magic improves that weapon, altering it to express your soul and fit your unique fighting style. Choose the type of weapon you favor:

- Sword Hammer Flail Whip Staff/club
- Axe Polearm Dagger Fists

Choose two enhancements which apply to any weapon of that type when you use it (and disappear when you don't). Your magic ...

- ... favors agility over brawn: add *precise*.
- ... guides strikes to exposed spots: +2 piercing.
- ... directs strikes to vulnerable spots: +1 damage.
- ... favors brutality: add *messy* and *forceful*.
- ... brings you within the enemy's guard: add *hand*.
- ... keeps your enemy at arms length: add *close*.
- ... favors lunges and maneuver: add *reach*.
- ... harms without killing: add *stun*.
- ... you feel at one with the weapon: remove *awkward*.
- ... prevents accidental harm: remove *dangerous*.
- ... lightens the weapon: -1 weight.
- ... glows with the light of a torch any time you like.
- ... alerts you to hated foes, glowing in the presence of one type of creature, your choice.

THE DANCE

When you hack and slash with your favorite weapon against an enemy wielding a weapon, add the following to the list of choices:

- You maneuver your target to a nearby spot of your choosing.
- You maneuver yourself to a nearby spot of your choosing.
- You embarrass or humiliate your target. Say how.
- You impress witnesses. Say how.
- You cause your target to over-commit and stumble.

PERFECT POISE

You never lose your balance, even on a high wire, or fall without being pushed. If you are pushed, as long as there is something to break your fall, you can defy danger with DEX to use it and take no damage.

EXPRESSIONS OF FORM

When you create art with dancing or acting, take +1. If you perform the result in a successful greeting ritual within a steading, take +1 forward to carouse within that steading.

TALENTS

You may weave threads into talents, if you meet their requirements:

ARTFUL DODGER
 When nothing you wear or carry is *clumsy* or *awkward*, get +1 armor.

THROW DOWN THE GAUNTLET
 When you challenge someone to a duel, roll +CHA. On a 10+, they choose two if they do not accept. On a 7-9, they choose one if they do not accept.

- You take +1 ongoing against them until one of you defeats the other
- They lose the respect of their peers and underlings
- They retreat

IN LIKE FLYNN

When you meet someone for the very first time and parley with them, improve your result by one step.

LAUGHING, THEN JUMPING OFF SOMETHING

When you use your surroundings to perform a flamboyant acrobatic maneuver, choose one outcome, in addition to anything else that may happen. You may spend karma to make one additional choice:

- You grab something undefended. Now it's yours!
- You knock someone down or off-balance.
- You move from where you are to somewhere else in sight or in reach without difficulty.

Second thread (requires circle 6): Your choices become:

- You grab something, even if someone else is holding it: Now it's yours!
- You knock someone down or off-balance, dealing 1d6 damage to them.
- You move from where you are to somewhere else in sight or in reach without difficulty. You may take someone else with you.

CUTTING JIBE requires circle 2

When you mock, insult or otherwise taunt an opponent right after they damage you, choose one:

- The target makes a rash decision you can exploit.
- The target falters or leaves an opening—you or an ally takes +1 forward against them.
- You take +CHA armor forward against damage from the target.

DISARM requires circle 2

When you use your weapon to disarm an enemy, roll+DEX. On a hit, the enemy's damage is halved until they are rearmed. On a 7-9, you also lose your weapon in the scuffle.

IMPROVED WEAPON requires circle 2

Choose one extra enhancement for your personal idiom. *Second thread (requires circle 6):* Choose an additional enhancement for your personal idiom. Add the following to the choices: your magic ...

- ... favors parry and blocks: gain +1 armor while wielding.
- ... returns the weapon to your hand if thrown, dropped, or separated from you.
- ... reaches beyond this world, allowing the weapon to hit insubstantial or astral targets.

SETUP STRIKE requires circle 2

When you hack and slash a *solitary* target, choose an ally. They take +1 forward to hack and slash the target and, when they do, they add the choices offered by the The Dance.

STAUNCH DEFENDER requires circle 2

When you defend against a *solitary* attacker you always hold +1 readiness, even on a miss. Also, you may spend 1 karma to gain +1 readiness.

THE LONG CLIMB requires circle 2

When you assess a stretch of dangerous terrain between you and an objective, the GM will sketch out a map or diagram to help you plot your approach. Working together, make note of a number of useful features equal to your circle, and take +1 forward when you make use of them.

THEY SEE ME ROLLIN' requires circle 2

When you first enter a steading looking to impress people, roll +CHA. On a 10+, choose three. On a 7-9, choose one. You may spend karma to make one additional choice, even on miss:

- You catch the eye of someone who wants to get intimate.
- You catch the eye of someone willing to help you.
- Someone in the steading, of your choice, wants to fight you.
- You understand some local drama or injustice.
- You make someone jealous. Say how.

YOU SEEM A DECENT FELLOW requires circle 2

When you are about to first cross swords with a *solitary* enemy who uses weapons, you may roll+CHA when discerning realities about them. If you do, add the following to the list of questions you can ask:

- What is this opponent about to do?
- What emotion drives this opponent?
- What is this opponent trying to hide?

PREPARE TO DIE requires circle 4

When you speak aloud your promise to defeat a *solitary* enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

SERPENTINE requires circle 4

When you employ acrobatics, deft maneuvers, or quick reflexes, you can defend with +DEX instead of +CON.

WALK BETWEEN THE RAINDROPS requires circle 6

You may use any of your talents that specify a *solitary* enemy (i.e. those with the *solitary* tag) against groups (i.e. enemies with the *group* tag) as well.

DANCE OF DEATH requires circle 8

You may spend karma to:

- Completely avoid the effects of an attack against you
- Allow damage dealt from one of your attacks to ignore armor

FOLLOWERS

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

BLOOD

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

SWORDMASTER

NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE **d8** ARMOR HP (Maximum HP is 6+Constitution) KARMA

LOOK *choose one for each*

Gaze: shifty, criminal, mischievous
 Appearance: messy, official, suave
 Accoutrement: hooded, fancy, common
 Body: lithe, knobby, flabby

SPECIES *choose one*

- DWARF**
When dealing with traps with complex metal mechanisms, improve the result by one step.
- ELF**
When you successfully discern realities about places or situations, ask an additional question.
- HUMAN**
When you spout lore or discern realities about criminal activities, improve the result by one step.
- ORK**
When you deal damage with a *hand* weapon, deal +2 damage.
- T'SKRANG**
When your tail aids you performing tricks of the trade, take +1.
- WINDLING** *astral sight*
When you deal damage with a *near* weapon, deal +2 damage.

PASSIONS *mark three*

- Aastendar *art, music, love*
- Chorrolis *trade, wealth, desire*
- Floranuus *energy, victory, motion*
- Garlen *hearth, healing*
- Jaspree *growth, wilderness*
- Lochost *rebellion, freedom*
- Mynbruje *justice, empathy, truth*
- Thystonius *valor, physicality*
- Upandal *crafts, engineering*
- Dis *slavery, bureaucracy*
- Raggok *vengeance, jealousy*
- Vestrial *deceit, trickery*

FLAGS *select or invent two*

- Audacious*: overcome my reluctance by offering opportunities for danger.
- Curious*: convince me to try something I probably shouldn't.
- Deceitful*: believe and act on a lie I've told you.
- Devoted*: offer me an easier solution that requires I compromise my relation with .
- Greedy*: offer me financial reward to undermine a friend.
- Irresponsible*: convince me to shirk my duty.
- Jealous*: offer me an opportunity to praise a rival.
- Pugnacious*: offer me a peaceful solution that I must derail with violence.
- Scandalous*: defer to me when a social convention needs violated.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Sycophantic*: insist I publicly compare the greatness of two people from whom I seek favor.
- Vengeful*: offer me a reasonable path that I must reject to gain my revenge.
- Visionary*: offer me an easier solution that interferes with my dream of .
- _____
- _____

GEAR *Load is 9+STR*

- appropriate artisan tools (1 weight)
- dungeon rations (uses: , ration, 1 weight)
- leather armor (1 armor, worn, 1 weight)
- 10 coins
- Choose your armament:
 - short sword (close, 1 weight), dagger (hand, 1 weight)
 - rapier (close, precise, 1 weight)
 - stiletto (hand, precise, 1 piercing, 1 weight)
 - whip (reach, dangerous, entangling, 1 weight)
- Choose a ranged weapon:
 - throwing knives (thrown, near, ammo:)
 - ragged bow (near, 2 weight), bundle of arrows (ammo: , 1 weight)
- Choose one:
 - adventuring gear (uses: , 2 weight)
 - healing potion
 - tiny, roughish pet (beast)

THREADS *two threads per circle*

STARTING MOVES

TRAP EXPERT

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold 3. On a 7-9, hold 1. On a hit, you may spend one karma to gain +1 hold. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

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

WARDING RITUAL

You habitually make a ritualized gesture and incantation to protect yourself from magic. When a magical effect (spell, trap, etc.) would harm you, roll+CON. On a 10+, you are unaffected by the magic. On a 7-9, choose one:

- you suffer the effect to a lesser degree
- you are unaffected, but the effort is exhausting: mark a debility of your choice.
- you are unaffected, but your gesture will no longer work until you next make camp.

RAZOR DIVERSION

Add the following to the hack and slash list:

- Reduce your base damage die to a d4 for the attack and pilfer a reachable item from the target's pocket or person.

EXPRESSIONS OF THE MASK

When you create art with acting or poetry, take +1. If you present the result in a successful greeting ritual, take +1 forward to any CHA test involving the recipient.

TALENTS

- You may weave threads into talents, if you meet their requirements:
 - SURPRISE ATTACK**
When you attack someone up close and they don't see it coming, deal your damage or roll+DEX. On a hit, deal your damage and choose one. On a 10+ also choose another. You may spend karma to make one additional choice, even on a miss.
 - Deal +DEX damage.
 - Strike a weak spot, ignoring their armor.
 - Slip away before they can react.
 - They can't make noise or raise an alarm.
 - Create an advantage, +1 forward to you or an ally acting on it.
 - Reduce their armor by 1 until they repair it.
- Second thread (requires circle 2)*: When using a precise or hand weapon, make an additional choice on a successful surprise attack, and add the following choice:
 - Deal +1d4 damage.
- Third thread (requires circle 6)*: When using a precise or hand weapon, roll damage for a surprise attack twice, taking the better result, and all other attacks deal +1d4 damage.

- SHOOT FIRST**
You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.
- TYRANNY OF POSSESSION**
When you see or come to know about a thing you want, roll+INT. On a 10+, ask the GM three questions about it. On a 7-9, ask two. On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):
 - What happened to it recently?
 - What is it really worth, all things considered?
 - What protects it and keeps it where it is?
 - Who will notice it's missing?
 - Who will try to keep it from me?
 - Who will want it once it is mine?

UNDERDOG

When you're outnumbered, you have +1 armor. *Second thread (requires circle 6)*: You always have +1 armor. When you're outnumbered, you have +2 armor instead.

CAUTIOUS *requires circle 2*

When you use trap expert you always get +1 hold, and may spend karma to get hold even on a miss. *Second thread (requires circle 6)*: When you use trap expert, on a 12+ also gain: the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

CONNECTED *requires circle 2*

When you put out word to the criminal underbelly about something you want or need, roll+CHA. On a 10+, someone has it, for a reasonable price. On a 7-9, you'll have to settle for something close or it comes with strings attached, your call. *Second thread (requires circle 6)*: When you put out the word that you want to meet with someone, roll+CHA. On a 10+, someone can set up a meeting, with circumstances in your favor. On a 7-9, you can meet with them, but there are strings attached or the circumstances are less than ideal.

SILK WALKER *requires circle 2*

When you run across a surface that cannot hold your weight, roll +DEX. On a hit, you make it across gracefully and without trouble. On a 7-9, you also expose yourself to danger somehow—the GM will tell you how.

STEALING SPACE *requires circle 2*

When you stand in defense of yourself you always get +1 readiness, and may spend karma to gain readiness even on a miss. You may also spend readiness to:

- Avoid all damage from a ranged attack
- After an attack on you, maneuver out of the attacker's reach

Second thread (requires circle 4): When you stand in defense of yourself you may hack-and-slash without losing held readiness.

SYMPATHETIC WARD *requires circle 2*

Your warding ritual also guards anyone you are touching; they resist as you do. *Second thread (requires circle 6)*: When your ward protects you, on a 12+, the magic rebounds onto its caster, affecting them instead of anyone else.

MIMIC *requires circle 4*

When you have time you may transform your appearance and voice to mimic another creature of about the same size and shape. Your actions can give you away but your appearance and voice won't. Restoring yourself to normal takes about the same time.

SOCIAL CLIMBER *requires circle 4*

When you set your heart on conniving your way into a certain social position, the GM will sketch out a relationship map or diagram to help you plot your approach. Working together, make note of a number of useful circumstances equal to your level, and take +1 forward when you make use of them. You can only work towards one position at a time.

EVASION *requires circle 6*

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

SHADOWCLOAK *requires circle 6*

When you hide in shadows or darkness, you cannot be detected by any normal means until you reveal yourself.

XANATOS HEIST *requires circle 6*

When you research and plan to steal something, name the thing you want to steal and hold 3. When you encounter a setback or something unexpected during the theft, spend one hold to explain how you anticipated this all along. Describe the contingencies you put in place to handle it, within reason, and it becomes so.

UNMASK *requires circle 8*

You can see through illusions, disguises and concealment.

FOLLOWERS

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:
Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:
Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

BLOOD

Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____



NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE **d6** ARMOR HP (Maximum HP is 6+Constitution) KARMA

LOOK *choose one for each*

Gaze: knowing, fiery, joyous
 Appearance: groomed, meticulous, sleek
 Accoutrement: fancy, utilitarian, stylish
 Body: fit, well-fed, thin

SPECIES *choose one*

DWARF
 When you first enter a steading built underground or with the *dwarven* tag, you find many people willing to volunteer information.

ELF
 When you enter an important location you can ask the GM for one fact from the history of that location.

HUMAN
 When you first enter a steading, someone who respects the custom of hospitality to minstrels will take you in as their guest.

OBSIDIMEN +1 armor; only wear living armor
 When you first enter a steading with the *personage* tag, you will have no trouble gaining an audience with the notable person.

ORK
 When you first enter a steading with the *dirt*, *exodus*, *enmity*, *arcane* or *lawless* tags, you will find someone who offers you hospitality.

T'SKRANG
 When you enter a steading built near a river, you can ask the GM for one fact from the history of that location.

WINDLING *astral sight*
 When you enter a steading with the *need*, *exotic*, *resource*, or *blight* tags, you immediately know their details.

PASSIONS *mark three*

- Aastendar *art, music, love*
- Chorrolis *trade, wealth, desire*
- Floranuus *energy, victory, motion*
- Garlen *hearth, healing*
- Jaspree *growth, wilderness*
- Lochost *rebellion, freedom*
- Mynbruje *justice, empathy, truth*
- Thystonius *valor, physicality*
- Upandal *crafts, engineering*
- Dis *slavery, bureaucracy*
- Raggok *vengeance, jealousy*
- Vestrial *deceit, trickery*

FLAGS *select or invent three*

- Accommodating*: counter my proposal with a less attractive one I must either accept or disrupt the harmony of the group.
- Aspiring*: make me an offer that threatens my social standing.
- Curious*: convince me to try something I probably shouldn't.
- Deceitful*: believe and act on a lie I've told you.
- Honest*: involve me in a deception I must ruin.
- Jealous*: offer me an opportunity to praise a rival.
- Preoccupied*: entrust me with something important that I will likely lose or mess up.
- Scandalous*: defer to me when a social convention needs violated.
- Sycophantic*: insist I publicly compare the greatness of two people from whom I seek favor.

GEAR *Load is 9+STR*

- appropriate artisan tools (1 weight)
 dungeon rations (uses: , ration, 1 weight)
 choose one instrument
 Choose your defenses:
- leather armor (1 armor, worn, 1 weight)
 - decorated skin (0 armor, living)
 - ostentatious clothes (worn)
 - scale mail (2 armor, worn, clumsy, 3 weight)
- Choose your armament:
- dueling rapier (close, 1 piercing, precise, 2 weight)
 - ragged bow (near, 2 weight), bundle of arrows (ammo: , 1 weight), short sword (close, 1 weight)
 - stiletto (hand, precise, 1 piercing, 1 weight)
- Choose two:
- adventuring gear (uses: , 2 weight)
 - bandages (uses: , slow)
 - halfling pipeleaf (uses:)
 - simple mount of appropriate size (beast, mount)
 - any common pet (beast)
 - 3 coins

THREADS *two threads per circle*

- _____
- _____
- _____
- _____
- _____

STARTING MOVES

EXPRESSIONS OF THE HEART

When you create art with music or stories, make an additional choice, even on a miss. You may spend karma to make one additional choice. If the performance is part of a greeting ritual, take +1. Also add the following to the list of available choices:

- You hold the attention of every intelligent creature that can see or hear you until the performance is completed, or until something happens to break their attention.
- A member of the audience requests your services.
- You gain useful information.
- One or more members of the audience give you hospitality or gifts—the GM will tell you what.
- One or more members of the audience become infatuated with you—the GM will tell you who.
- You target the performance at an individual. If you are charming and open with that individual within the next day, ask an additional question without having to answer in return.

STORIES & LEGENDS

When you spout lore, you may name a book, song, or story that answered a specific question about the topic. If you do, specify the question before you roll and any useful or interesting information from the GM will specifically and truthfully relate to that question.

CHARMING AND OPEN

When you speak frankly with someone, you can ask their player a question from the list below. They must answer truthfully, then may ask you a question from the list, which you must answer truthfully.

- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

GETTING THE POINT

Add the following to the hack and slash list:

- The target pauses to seriously consider something you say.

A PORT IN THE STORM

When you return to a steading you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then.

TALENTS

You may weave threads into talents, if you meet their requirements:

STIRRING SPEECH

When you deliver a stirring speech before a conflict, roll+CHA. On a 10+, choose two. On a 7-9, choose one. You may spend karma to make one additional choice, even on a miss.

- Your allies take +2 armor forward.
- Your allies take +1d4 damage forward.
- Your allies take +1 forward.

Second thread (requires circle 6): You can use stirring speech simply by shouting as you charge headlong into the fray, and make an additional choice, even on a miss. Also, add these choices:

- Your allies are immune to fear until the conflict ends.
- You gain the same benefits as your allies.

BAMBOOZLE

When you parley with someone and they need convincing, describe how you con them into accepting some false assurance, and it comes to pass.
Second thread (requires circle 6): When you parley with someone, on a hit you also get to ask their player one question which they must answer truthfully.

INSIGHT

When you miss using spout lore, in addition to whatever else the GM says, you know where to go to find the information you seek.
Second thread (requires circle 6): When you spout lore, on a 12+ the GM will also reveal to you a glaring weakness, strength, or a long forgotten secret.

PILGRIMAGE

When you arrive at a well-respected place after a dangerous journey, its possibilities invigorate and enhance your magic; hold 2. While in the location, you can spend hold at any time to:

- Create a rumor in a well-traveled location. It will never be traced back to you.
- Run across exactly the person, place, or item that will help you.
- Gain a point of karma.
- Use a move that another PC has but you don't.

Second thread (requires circle 6): Spend 2 hold to:

- Restore yourself to max HP.
- Use the astral sight move for a few minutes.
- Use the cast a spell move (+nothing) to cast a cantrip from any of the disciplines.

REFRESHING SONG

When you make camp, if you sing a soothing song, everyone in camp may choose one:

- Skip consuming a ration.
- Heal +1d6 HP.
- Gain 1 karma.

Second thread (requires circle 6): Everyone in camp chooses two.
Third thread (requires circle 8): Add the following choice:

- Remove a debility.

GRACE UNDER PRESSURE *requires circle 2*

When you face a foe one-on-one and are wielding a precise weapon, gain +1 armor. In addition, when you hack and slash with a precise weapon, on a 12+ gain +2 piercing.
Second thread (requires circle 6): When you defy danger related to a nearby opponent while wielding a precise weapon, on a 10+ you can deal your damage to that opponent.

LIFE OF THE PARTY *requires circle 2*

When you create art with music or stories in a social situation while your allies mingle in the crowd, on a hit, in addition to whatever else happens, select one mingling ally. During, or shortly after, your performance, that person can say how they take advantage of it for their own benefit, then they select one:

- Choose a benefit that could normally be generated by your performance and apply it as if the performance was their own.
- Improve the outcome of one of their rolls by one step

Second thread (requires circle 6): On a 10+, instead of choosing one ally, all mingling allies may make a choice.

LULLABY *requires circle 2*

When you express a gentle song from the heart, add the following to the list of choices:

- Every creature you choose that can hear you becomes lethargic and inattentive until the song ends.
- Every listener who is (or is made) lethargic falls asleep after a few minutes.

WAR SKALD *requires circle 2*

You ignore the *clumsy* tag when wearing armor, and when you hack and slash while chanting a war hymn deal +1 damage.

FAWNING ENTOURAGE *requires circle 4*

Take +1 ongoing to order followers in your sole employ who lack the *beast* tag.

AN EAR FOR MAGIC *requires circle 6*

When you hear an enemy cast a spell the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

DEVIIOUS *requires circle 6*

When you use charming and open you may also ask "How are you vulnerable to me?" Your subject may not ask you this question.

REINFORCING SONG *requires circle 6*

When you aid spell weaving or casting with a song, you provide no bonus to the caster's roll, but improve the outcome by one step.

REPUTATION *requires circle 6*

When you first meet someone who's heard songs about you, roll 1d4. If the result is less than your CHA, tell the GM two things they've heard about you. If the result equals your CHA, tell the GM one thing they've heard, and the GM tells you one thing. Otherwise, the GM tells you two things they've heard.

FOLLOWERS

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

BLOOD

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

Committed ___ to _____

TROUBADOUR

NAME CIRCLE XP

STR DEX CON INT WIS CHA

STRENGTH WEAK -2 DEXTERITY SHAKY -2 CONSTITUTION SICK -2 INTELLIGENCE STUNNED -2 WISDOM CONFUSED -2 CHARISMA SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE d10 ARMOR HP KARMA

LOOK choose one for each

Gaze: hard, dead, eager
Appearance: calloused, tanned, scarred
Accoutrement: wild, sharp, battered
Body: built, lithe, ravaged

SPECIES choose one

- DWARF
When you share a drink with someone, you may parley with them using CON instead of CHA.
ELF
When you hack and slash a monster with the group or horde tag, add +1 piercing to your weapon.
HUMAN
Spend 2 impetus to reroll a single damage roll (yours or someone else's).

OBSIDIMEN +1 armor; only wear living armor
You ignore the awkward equipment tag.

ORK
When you hack and slash a monster with the group or horde tag, add the messy tag to your weapon.

TROLL
When you hack and slash a monster with the group or horde tag, add the forceful tag to your weapon.

T'SKRANG
When you hack and slash with a hand weapon on your tail, add to the list of choices:
deal +1d8 to your target or a different nearby target.

WINDLING astral sight
When you take a physical blow while airborne, you may reduce damage by your CON but, if you do, get hurled out to near rage from the attacker in a GM-chosen direction.

PASSIONS mark three

- Aastendar art, music, love
Chorrolis trade, wealth, desire
Floranus energy, victory, motion
Garlen hearth, healing
Jaspree growth, wilderness
Lochost rebellion, freedom
Mynbruje justice, empathy, truth
Thystonius valor, physicality
Upandal crafts, engineering
Dis slavery, bureaucracy
Raggok vengeance, jealousy
Vestrial deceit, trickery

FLAGS select or invent two

- Devoted: offer me an easier solution that requires I compromise my relation with.
Greedy: offer me financial reward to undermine a friend.
Heroic: let me keep you from going first into danger so I can go myself
Righteous: offer me an easier solution that requires I violate my principle of.
Selfish: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
Unsophisticated: exemplify a social convention or intricate concept I must misunderstand.

GEAR Load is 12+STR

- appropriate artisan tools (1 weight)
dungeon rations (uses: 1 weight)
Choose your defenses:
chainmail or leather (1 armor, worn, 1 weight)
bare skin (0 armor, living)
scale mail (2 armor, worn, clumsy, 3 weight)
Choose two weapons:
crossbow (near, +1 damage, reload, 3 weight), bundle of bolts (ammo: 1 weight)
dagger or gauntlets (hand, 1 weight)
dueling rapier (close, 1 piercing, precise, 2 weight)
halberd (reach, +1 damage, two-handed, 2 weight)
fine bow (near, far, 2 weight), bundle of arrows (ammo: 1 weight)
long sword, battle axe or flail (close, +1 damage, 2 weight)
mail or greataxe (close, two-handed, messy, 3 weight)
throwing knives (thrown, near, ammo: 1 weight)
Choose two:
adventuring gear (uses: 2 weight)
2 healing potions
shield (+1 armor, 2 weight)
antitoxin, poultices and herbs (uses: 1 weight)
simple mount of appropriate size (beast, mount)
18 coins

THREADS two threads per circle

10 empty lines for threads

STARTING MOVES

ARMORED
You ignore the clumsy tag on armor you wear.
BEND BARS, LIFT GATES
When you use pure strength to destroy an inanimate obstacle, roll+STR. On a 10+, choose three. On a 7-9 choose two.
It doesn't take a very long time
Nothing of value is damaged
It doesn't make an inordinate amount of noise
You can fix the thing again without a lot of effort

LIVE BY THE SWORD
When your attack deals damage to one or more enemies, hold 1 impetus. If you go a day without dealing damage to an enemy, spend one karma or lose all the impetus you have gained. When you make camp, you may heal +1 HP per impetus spent. You can never hold more impetus than your full Strength score.

PAPER PEOPLE
When you hack and slash against a target with the group or horde tag, add the following to the list of choices:
Deal +1d6 damage and take +3 armor against their attack.
Gain 1 additional impetus.
Move past the target to a more important one.

Add the following to the list for all targets:
You command the target's full attention.

EXPRESSIONS OF WAR
When you create art with sculpting or rune carving, take +1. If you use the result in a successful greeting ritual, you may parley with the recipient using STR instead of CHA.

TALENTS

- You may weave threads into talents, if you meet their requirements:
ARMOR MASTERY
When you make your armor take the brunt of damage dealt to you, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.
Second thread (requires circle 6): Also take +1 forward against the attacker. You may spend one karma to avoid the reduction in armor value.
SEEING RED
When you discern realities during combat, you take +1. On a hit, add these questions to those you may ask:
Who or what here is most vulnerable to me?
What is the most dangerous ability of an enemy I'm facing?

SHIELD CHARGE
When you charge an enemy with your shield, roll+STR. On a 10+, choose three. On a 7-9, choose one. You may spend karma to make one additional choice, even on a miss.
You knock the enemy down.
You push the enemy beyond close range of you.
You move past the enemy.
Deal your damage to the enemy.

WHAT ARE YOU WAITING FOR?
When you take up a defensive stance and cry out a challenge to your enemies, roll to defend normally. On a 7+, you also automatically draw all attention from your ward to yourself (no need to spend readiness). On a 10+, you also may spend impetus as readiness for the duration of the defense.

FIREBLOOD
When you have a moment to rest, you can spend impetus on yourself or someone else, healing 1 damage per impetus spent.
Second thread (requires circle 6): When you are wounded and take a moment to gather yourself during combat, you may spend impetus. Your wounds bubble and hiss, cleansing and cauterizing them, healing +CON damage per impetus spent.

IRON HIDE
Armor that you are wearing has +1 armor and weighs 1 less.
Second thread (requires circle 6): Any shield on your arm has +1 armor, too, and counts as 0 weight.

RELENTLESS
When you miss a hack and slash against a target with the group or horde tag, whatever else happens you also deal STR damage to them.

VIM AND VIGOR
In combat, you can spend your impetus, one-for-one to:
Block a blow meant for someone else nearby. You take the result.
Disarm a foe.
Free yourself from constraints or bonds.
Add forceful or stunning to one of your attacks.
Decrease the damage dealt to you by 1.
Increase the damage of one attack by +1.
Second thread (requires circle 6): Add the following choices:
Leap twice as far or high as normal.
Escape the clutches of a foe.
Cause an enemy to briefly freeze or flinch.
Throw off effects of being stunned, confused, or enchanted.

VOICE OF EXPERIENCE
When you order followers during violent or tense situations, improve the result by one step.

DIE BY THE SWORD
When you face your last breath, you may spend all your impetus to impress Death. If you do and survive, you return healed an additional 1 HP per impetus spent. If you spend your impetus, but miss or refuse, you can still come back to life, but Death will take you during the next combat you participate in, somehow, some way, no matter what.

DISRUPT
When you hack and slash a weaving spellcaster, add this choice:
prevent the spell; the caster must start all over.

MERCILESS
When you deal your damage to something that can bleed, deal +STR damage.

IMMOVABLE OBJECT
While you defend while holding at least one impetus, add +CON to your armor.

IRRESISTIBLE FORCE
After seeing the result of a +CON or +STR roll you make, you may spend 1 impetus to add +1 to the result.

SUPERIOR WARRIOR
When you hack and slash on a 12+, make two choices from the list instead of one and gain the following choice:
impress, dismay, or frighten your enemy.

WADING THROUGH BODIES
When your attack kills one or more members of a group or horde, you may forgo gaining impetus from the attack to instead choose one:
You rapidly close the distance to other opponents and immediately engage them, bypassing other members of the same group or horde if you desire.
You ignore all results of that enemy's attack on you.
1d6 members of the same group or horde flee in terror.
All members of the same group or horde disengage from what they are doing and turn their attention to you.

FOLLOWERS

Name: Quality:
Tags: Loyalty:
Traits: HP:
Instinct: Armor:
Cost: Dmg:
Moves/Gear: Load:

Name: Quality:
Tags: Loyalty:
Traits: HP:
Instinct: Armor:
Cost: Dmg:
Moves/Gear: Load:

Name: Quality:
Tags: Loyalty:
Traits: HP:
Instinct: Armor:
Cost: Dmg:
Moves/Gear: Load:

Name: Quality:
Tags: Loyalty:
Traits: HP:
Instinct: Armor:
Cost: Dmg:
Moves/Gear: Load:

BLOOD

Committed ___ to ___
Committed ___ to ___
Committed ___ to ___
Committed ___ to ___

WARRIOR

NAME CIRCLE XP

STR	DEX	CON	INT	WIS	CHA
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -2	SHAKY -2	SICK -2	STUNNED -2	CONFUSED -2	SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE **d8** ARMOR HP KARMA

LOOK *choose one for each*

Gaze: assessing, determined, kind
 Appearance: glistening, grimy, grim
 Accoutrement: elaborate, minimal, practical
 Body: burly, chiseled, weathered

SPECIES *choose one*

DWARF
 When you improve armor, on a hit you make an additional choice.

ELF
 When you study an item, you make an additional choice, even on a miss.

HUMAN
 You gain an additional forge specialty.

OBSIDIMEN +1 armor; only wear living armor
 When you prepare materials, make an additional choice.

ORK
 When you improve weapons, on a hit you make an additional choice.

TROLL
 When you are physically in your home Forge, take +1 ongoing.

T'SKRANG
 When you work on an item while using your tail to assist, reduce the amount of time it takes by 15%.

WINDLING *astral sight*
 Take +1 ongoing to order an apprentice assisting you with crafting, ritual, or research. You may also spend karma when they do their thing.

PASSIONS *mark three*

- Aastendar *art, music, love*
- Chorrolis *trade, wealth, desire*
- Floranus *energy, victory, motion*
- Garlen *hearth, healing*
- Jaspree *growth, wilderness*
- Lochost *rebellion, freedom*
- Mynbruje *justice, empathy, truth*
- Thystonius *valor, physicality*
- Upandal *crafts, engineering*
- Dis *slavery, bureaucracy*
- Raggok *vengeance, jealousy*
- Vestrial *deceit, trickery*

FLAGS *select or invent two*

- Accommodating*: counter my proposal with a less attractive one I must either accept or disrupt the harmony of the group.
- Aspiring*: make me an offer that threatens my social standing.
- Bumptious*: challenge my knowledge and prove that I have more to learn.
- Deceitful*: believe and act on a lie I've told you.
- Greedy*: offer me financial reward to undermine a friend.
- Gullible*: tell me a lie I believe.
- Pious*: give me a reason to explain or demonstrate the folly of one of your sins.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Trustworthy*: confide in me a secret that would damage you if reveal
- Visionary*: offer me an easier solution that interferes with my dream of.

GEAR *Load is 12+STR*

- basic smithing tools (1 weight)
 appropriate artisan tools (1 weight)
 dungeon rations (uses: , ration, 1 weight)
 10 coins
- Choose your defenses:
- chainmail or leather (1 armor, worn, 1 weight)
 - bare skin (0 armor, living)
 - scale mail (2 armor, worn, clumsy, 3 weight)
- Choose two weapons:
- crossbow (near, +1 damage, reload, 3 weight), bundle of bolts (ammo: , 1 weight)
 - dagger or gauntlets (hand, 1 weight)
 - rapier (close, precise, 1 weight)
 - short sword, axe, or warhammer (close, 1 weight)
 - long sword, battle axe or flail (close, +1 damage, 2 weight)
 - raid spear (reach, 1 weight)
 - maul or greataxe (close, two-handed, messy, 3 weight)
- Choose two:
- adventuring gear (uses: , 2 weight)
 - 2 healing potions
 - shield (+1 armor, 2 weight)
 - antitoxin, poultices and herbs (uses: , slow, 1 weight)
 - simple mount of appropriate size (beast, mount)
 - 15 coins

THREADS *two threads per circle*

STARTING MOVES

THE FORGE

You belong to one of many weaponsmiths guilds known as a Forge. Apprenticeship in this Forge has colored your skills, based on the steading containing it (choose one):

- Village: take +1 when preparing materials or during social interactions in any village.
- Town: take +1 when performing any task involving true elements or any rolls involving money.
- City: take +1 when spouting lore about weapons, armor and smithing. You also gain easier access to prepared and rare materials when working in your own forge.
- Kaer: take +1 when reusing, dismantling or recycling anything or any task involving defense against the horrors.

Either through need, circumstance, or tradition, each Forge specializes. When you forge, examine, attack with, defend with, or discuss your forge's specialties, take +1. Choose one specialty:

- bows axes polearms leather armor
- crossbows hammers rapiers chainmail
- daggers maces whips scale mail
- swords flails shields plate armor

SOLIDARITY

When you enter a **steading**, you may count on hospitality from the local Forge(s). Forges extend this courtesy to each other, allowing visiting weaponsmiths to use their facilities, often in exchange for a little work or training. Steadings without a forge always need smiths, so tend to be even more hospitable.

PREPARE MATERIALS

When you **purify, refine, distill, smelt, filter or otherwise process a raw material** into a more suitable form, roll +INT. **On a 12+** choose three. **On a 10–11** choose two. **On a 7–9** choose one.

- On a miss**, the material may be ruined. If the process consumes a kernel of a true element, improve the result by one step.
- the process takes half the time
 - the process yields more output than usual
 - the result is particularly suitable: take +1 forward using it
 - the result is higher quality than usual: sell for twice the coin
 - the process provides insight to an unrelated matter

FIELD TESTING

Add the following to the hack and slash list:

- You spy something notable about the target's weapons, armor or gear, the GM will tell you what.

EXPRESSIONS OF TRAVAIL

When you **create art with rune carving or wood carving**, take +1. If you use the result as part of a greeting ritual, take +1 forward to perform work for the recipient.

TALENTS

You may weave threads into talents, if you meet their requirements:

DISCERNING EYE
 When you go to buy a special, exotic, or magical item, you may roll +INT instead of +CHA.

SOUNDING ANVIL
 When you **improve or create a mundane item** in a forge or workshop, create art using +STR, making the resulting choices. In addition, **on a hit** choose a benefit from the list below. **On 3–**, in addition to whatever else happens, the item becomes unusable. Improving a weapon or shield normally takes a few days; armor a little longer. Creating a weapon, once the materials are ready, normally takes a few weeks; armor a few weeks per point. Any benefit gained from prior forging is lost. Benefits include:

- +1 damage
- +1 piercing
- -1 weight
- add *precise*
- add *messy*
- add *stun*
- add *dangerous*
- add an additional range
- add 50 coins to the cost
- remove *clumsy*, but only for a specific wearer
- +1 armor
- remove *reload*

Second thread (requires circle 4): When choosing a benefit, make an additional choice. You may also improve *magical* or *living* weapons.

Third thread (requires circle 6): You may also improve *magical, living* or *implanted* armor. Also add the following benefits to the list:

- add *living*
- add *ignores armor*
- +1 armor

STAND THE HEAT

When you **take damage from heat or fire**, adjust it by -1d8. *Second thread (requires circle 6)*: Ignore damage from heat or fire.

ITEM HISTORY *requires circle 2*

When you **spend several hours studying an item**, the GM will tell you if the item is cursed, then you roll +INT. **On a hit** you gain insight into the item's past and nature. Choose two. **On a 10+** choose two more and take +1 forward to study the item further. You may spend one karma to gain an additional choice.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.
- Identify the style of the item's maker to the point that you would recognize it in other items.
- If the item is cursed, discover what the curse will do.
- If the item is cursed, discover how to abate the curse.
- Avoid the effects of the item's curse, if any.
- Studying the item takes half the time.

Second thread (requires circle 6): You need only examine the item for several minutes or so before rolling.

VERSATILITY *requires circle 2*

Select a second forge specialty. *Second thread (requires circle 6)*: Select a third forge specialty.

LOCATE MATERIAL *requires circle 4*

When you **discern realities**, add the following question to the list:

- Is there a concentration of a particular material nearby?

FORGE SENSE *requires circle 6*

When you **are in your forge**, you may use the Astral Sight move. If you do, use +INT in place of +STR for any roll related to forging.

IMMUTABLE HANDS *requires circle 6*

When you **handle true elements**, you may prevent them from reacting until you need them to using sheer will alone.

INFUSION *requires circle 6*

Tell the GM you would like to infuse a mundane weapon or armor with magic to give it one rank and an appropriate magical ability associated with that rank. Such enchantment is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require certain amounts of true elements.
- It will require one or more rare ingredients.
- The ability may function a bit differently than you propose.
- It's going to take days/weeks/months.
- You must get help from _____.
- You must perform the work in a certain place.
- You must perform the work with specific tools.

LOCATE WEAKNESS *requires circle 6*

When you **discern realities looking for flaws or weaknesses in a plan**, item, location or creature, you may roll INT instead of WIS. You also add the following question to the list of choices:

- What is the weakest point?

SALVAGE *requires circle 6*

When you **aid an elemental in a ritual of unmaking**, add:

- the ritual salvages all kernels of true elements in the item
- the ritual salvages 10-100 coins worth of raw materials.

TEMPER *requires circle 6*

When you **spend several minutes drawing ornate symbols on a willing subject** (including yourself) then weave a thread into those symbols, the subject gains temporary HP equal to your circle. Damage applies to these HP first.

TRAVELING SMITHY *requires circle 6*

As long as you have basic smithing tools, fire, and raw materials, you can create a makeshift forge or workshop anywhere. Using a makeshift forge or workshop takes twice as long, however.

FORGING THE HEARTBLADE *requires circle 8*

When you **commit yourself to the long process of forging your heartblade** consult with the GM about what will be required and what the weapon will be able to do when completed.

FOLLOWERS

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

Name:	Quality:
Tags:	Loyalty:
Traits:	HP:
Instinct:	Armor:
Cost:	Dmg:
Moves/Gear:	Load:

BLOOD

Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____
 Committed ___ to _____

WEAPONSMITH

NAME CIRCLE XP

STR DEX CON INT WIS CHA

STRENGTH WEAK -2 DEXTERITY SHAKY -2 CONSTITUTION SICK -2 INTELLIGENCE STUNNED -2 WISDOM CONFUSED -2 CHARISMA SCARRED -2

Assign these values to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

DAMAGE d4 ARMOR HP KARMA

Maximum HP is 4+Constitution

LOOK choose one for each

Gaze: haunted, sharp, crazy
Appearance: unkempt, slick, ancient
Accoutrement: worn, stylish, strange
Body: pudgy, creepy, thin

SPECIES choose one

- DWARF**
When casting a spell at a *huge* creature, improve the result by a step.
- ELF**
Magic is as natural as breath to you. You may cast Detect Magic as a cantrip.
- HUMAN**
Choose one spell from another discipline's list. You can cast it as if it was a wizard spell.
- OBSIDIMEN** +1 armor; only wear living armor
You have an intimate connection to the spirits of the rock. You may cast the nethermancy spell Contact Spirits as a cantrip, but only for earth spirits.

ORK
When dealing damage with a spell, deal +2 damage.

TROLL
When casting a spell at a target with the *horde* tag, the spell may also effect 1d4 additional *horde* targets.

T'SKRANG
You know a cantrip you can cast only on yourself allowing you to breathe and talk underwater for nearly an hour.

WINDLING astral sight
You may cast the illusionist spell Charm Person as a wizard spell.

PASSIONS mark three

- Aastendar art, music, love
- Chorrolis trade, wealth, desire
- Floranus energy, victory, motion
- Garlen hearth, healing
- Jaspree growth, wilderness
- Lochost rebellion, freedom
- Mynbruje justice, empathy, truth
- Thystonius valor, physicality
- Upandal crafts, engineering
- Dis slavery, bureaucracy
- Raggok vengeance, jealousy
- Vestrial deceit, trickery

FLAGS select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Bumptious*: challenge my knowledge and prove that I have more to learn.
- Curious*: convince me to try something I probably shouldn't.
- Graceless*: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- Peculiar*: refuse my aid because I'm different.
- Portentous*: seek my divinations in a moment of uncertainty and trust them implicitly.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Visionary*: offer me an easier solution that interferes with my dream of.

GEAR Load is 7+STR

- your grimoire (1 weight)
appropriate artisan tools (1 weight)
dungeon rations (uses: , ration, 1 weight)
pet such as a cat, raven, or spider (beast)
5 coins
- Choose your defenses:
- leather armor (1 armor, worn, 1 weight)
 - bare skin (0 armor, living)
 - impressive robes (worn)
- Choose your armament:
- dagger (hand, 1 weight)
 - staff (close, two-handed, 1 weight)
 - blowgun (near, -2 damage), blowgun needles (ammo:)
- Choose two:
- bag of books (uses: , 2 weight)
 - 3 healing potions
 - 3 antitoxins
 - firefly chalk (uses:)
 - simple mount of appropriate size (beast, mount)

THREADS two threads per circle

STARTING MOVES

WIZARDRY
Through mastery of arcane formulae and study, you can weave threads into spells. You gain access to a number of abilities related to spell casting:

- You may use the astral sight move.
- You have mastered several spells and inscribed them in your grimoire. You start out with three first circle wizard spells in your grimoire as well as the cantrips. Whenever you gain a circle, you add a new wizard spell of your circle or lower to your grimoire.
- You know how to form and stabilize an astral construct that makes casting spells safer, called a spell matrix. You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into them may not exceed twice your own circle.
- Through patience, perception and symbology, you can weave threads to cast spells (from a spell matrix, grimoire or with raw magic). You may weave spells with +WIS.
- Through training, knowledge and improvisation, you channel energy through your spell weaving to cast a spell. You may cast spells with +INT.

JUST KEEPS WALKING
When you finish casting a spell, retain up to WIS unspent focus.

RITUAL
When you draw on a place of power to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require a lot of money or resources.
- The best you can do is a lesser version, unreliable and limited.
- You and your allies will risk danger from _____.
- You'll have to disenchant _____ to do it.
- You must perform the ritual in a certain place.

UNRAVELING TOUCH
Add the following to the hack and slash list:

- Forgo all damage to unravel a spell being woven by the target.

EXPRESSIONS OF MAGIC
When you create art with manuscript illumination, calligraphy or embroidery, take +1. If the result is used in a greeting ritual, the recipient will seriously consider coming to you for advice.

TALENTS

You may weave threads into talents, if you meet their requirements:

CORRESPONDENCES AND ANTIPATHIES
When you discern realities ask one additional question, even on a miss. On a hit, you may also spend one karma to ask an additional question.
Second thread (requires circle 6): When you discern realities on a 12+, ask any three questions, not limited by the list.

FOUNT OF KNOWLEDGE
When you spout lore about something no one else has any clue about, the GM will tell you an additional interesting thing.

MISTY MORNING, CLOUDS IN THE SKY
When you enter a *steading*, the GM will tell you something useful about its mystical energies or astral ambiance.

QUICK STUDY
When you see the effects of a spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

SHOW ME THE WAY
When you give a receptive NPC advice about what they should do, roll+WIS. On a 10+, they follow your advice in whatever way they think is most beneficial for them. On a 7-9, they only follow your advice if you back them up and help them do it. On a 12+, they do exactly what you tell them.

SPELL DEFENSE
You may end any of your ongoing spells immediately and use the energy of its dissipation to deflect an oncoming attack. The spell ends and you subtract its circle from the damage done to you.
Second thread (requires circle 6): You may empty a spell matrix to nullify any one attack that you can see, after its result is known.

ARCANE WARD requires circle 2
As long as you wear nothing clumsy and one of your spell matrices is not damaged, you have +1 armor. If none of your spell matrices are damaged, you have an additional +1 armor.
Second thread (requires circle 6): You instead gain +1 armor for each un-damaged spell matrix you have (max +4).

EXPANDED GRIMOIRE requires circle 2
Select a spell from the spell list of any discipline. You may cast this as a wizard spell.
Second thread (requires circle 6): Select a second such spell.

PRODIGY requires circle 2
Choose a spell. You prepare that spell as if it were one circle lower.
Second thread (requires circle 6): Choose another spell. You prepare that spell as if it were one circle lower.

PSYCHOMETRY requires circle 2
When you spend several hours studying an item, roll+INT. On a 10+ you gain insight into the item's past and nature. Choose three and take +2 forward to study the item further. On a 7-9 choose one and take +1 forward to study the item further. You may spend karma to make one additional choice, even on a miss.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.
- Discover the general nature of the item's magic (e.g. enchantment, transformation, investigation, protection, etc.).
- What are the most recent words spoken near it?
- What has been done to or with it recently?
- What strong emotions has it been close to?
- Studying the item takes half the time.

Second thread (requires circle 6): You need only examine the item for several minutes or so before rolling.

SCRYING POOL requires circle 2
When you perform a ritual to investigate the doings of someone, and you have a piece of their body or an item that is important to them, roll+INT. On a 10+, ask the GM two questions from the list. On a 7-9, ask one. On a miss, they ask two questions about you:

- How could I get to them, physically or emotionally?
- What are they really up to?
- What is their weakness?
- Who are their allies?
- Who are their enemies?

COUNTERSPELL requires circle 4
When you interfere with a spell being woven within *far* range but not yet cast, roll+WIS. On a hit, the spell is prevented. On a 7-9, you also take 1d6 damage that ignores armor, from feedback.

EMPOWERED MAGIC requires circle 4
When you cast a spell on a 10+, you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are doubled
- The spell's targets are doubled

Second thread (requires circle 6): On a 12+, you need not choose from the 7-9 list to gain the benefit.

HIDDEN PUPPET STRINGS requires circle 6
When you use spells to control a person's actions they have no memory of what you had them do and bear you no ill will.

SPELL AUGMENTATION requires circle 6
When you deal damage to a creature, you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's circle to the damage dealt.

SELF-POWERED requires circle 8
When you have time, arcane materials, and a safe space, you can create your own place of power as a work of art. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one kind of creature that will have an interest in your workings.

FOLLOWERS

Name: _____ Quality: _____
Tags: _____ Loyalty: _____
Traits: _____ HP: _____
Instinct: _____ Armor: _____
Cost: _____ Dmg: _____
Moves/Gear: _____ Load: _____

Name: _____ Quality: _____
Tags: _____ Loyalty: _____
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Name: _____ Quality: _____
Tags: _____ Loyalty: _____
Traits: _____ HP: _____
Instinct: _____ Armor: _____
Cost: _____ Dmg: _____
Moves/Gear: _____ Load: _____

BLOOD

Committed ___ to _____
Committed ___ to _____
Committed ___ to _____
Committed ___ to _____

WIZARD

WIZARD SPELLS

CANTRIPS

All known cantrips may be cast without performing any type of weaving.

FOIBLE

A single person you can see suffers a brief, moderate, involuntary action: momentary blinking, quick cough, short giggle, a nod, unthinking scratch, a twitch, a wink, a yawn. This spell can be cast with some subtlety.

LIGHT

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control over the color of the glow. The spell lasts as long as the item is in your presence.

SPEED READ

So long as you remain seated, you may read at incredible speed, with perfect recall. While ongoing, you cannot take other actions. When the spell ends, you must consume a ration or suffer the stunned debility.

WRENCH

You make a sudden violent twist, push, or pull, as if with a sweep of your arm, on any one object you can see. For example, you might open or close an unlocked door or window, pull a lever, upend a table, break something fragile, etc.

FIRST CIRCLE SPELLS

First circle spells require one thread to be woven into them to be cast.

ALARM

Walk a wide circle as you cast this spell. Until you make camp again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

ASTRAL ARMOR

You select a target you can see (or yourself). When that target uses astral sight, he or she gains +3 armor against astral attackers.

DECIPHER

The symbols, patterns and sounds of any written or spoken language become understandable to you while this spell is active, though you may not speak or write them yourself. While the spell is ongoing you take –1 to cast a spell.

DETECT MAGIC

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

MIND DAGGER

Projectiles of pure will spring from your fingers. Deal 2d4 damage to one target within *far* range.

SEAL

Select a door or chest you can see. That object slams shut and its latch, hinges, and lock (if any) become immobile until a keyword you silently select when casting the spell is spoken in front of the door. Until the mechanism is released, the only way to open the door or chest is to break it.

TELEPATHY

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time. Improve any attempts to aid or interfere with the target while this spell is ongoing by one step.

THIRD CIRCLE SPELLS

Third circle spells require one thread be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

BINDING STRANDS

Brightly-colored magical strands materialize around a creature you can see, quickly constricting around it. Until you cast a spell or leave their presence, a *large* or smaller target cannot act except to speak. This effect ends immediately if the target takes. If you weave an additional thread, you may apply the spell's effects to two additional targets, or one *huge* target.

DISPEL MAGIC

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby. This spell cannot affect summonings.

DISRUPT PATTERN

You channel energy into the weak points of a visible target's personal pattern, dealing 2d8 damage which inflicts the Scarred debility and ignores armor. If you weave an additional thread, you may apply the spell's effects to two additional targets you can see.

LEVITATE

You are held aloft by magical forces, and can move at walking pace in any direction, including up and down. While the spell is ongoing you take –1 to cast a spell, unless you weave an additional thread into it before casting.

MEMORY READING

You touch someone and experience one of their memories, as if it were your own.

SLEEP

1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain. If you weave an additional thread, it affects 2d6 enemies you can see instead.

TRAP WARD

You trace a ward on an object with your finger, an an imprint remains behind (invisible, glowing, or like silver ink, your choice). The next time someone that isn't you goes out of their way to touch this object, the ward vanishes, dealing 1d12 damage to them. You immediately know this has occurred, regardless of how far away you are from the object.

TRUST

A creature you touch is prevented from saying anything they know to be a deliberate lie. While this spell is ongoing, take –1 to cast a spell. If you weave an additional thread, you may apply the spell's effects to two additional targets.

VISIONS THROUGH TIME

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

CAGE

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your surface thoughts and you cannot leave sight of the cage.

DISPLACEMENT

You bind your pattern loosely to time and space. You gain 1d4 hold. When you would take damage, you may spend 1 hold to avoid the damage, vanish and reappear somewhere safe a short distance away. If you spend hold, but there is no safe place a short distance away, you still move, but take damage and the spell ends. If you run out of hold the spell ends. While the spell is ongoing, you cannot weave threads.

DOOM MISSILE

A sphere of energy rockets from your fingers to engulf a target with a series of rapid implosions. Between each implosion, you must move the sphere to a new target (you may hit the same target more than once, just not twice in a row). The spell implodes three times, growing and dealing progressively more damage with each implosion. If you weave an additional thread into it before casting, the sphere implodes once more if you have reached seventh circle or twice more if you have reached ninth. Deal the following damage in progression, stopping when you run out of implosions: 1d6, 1d8, 1d10, 1d12, 2d6. If you gain bonus damage from any source, apply it only to the last of these implosions.

INVIGORATE

You energize the pattern of an adept you touch. They immediately gain benefits as if they had performed their karma ritual. If you are part of a group pattern, you may cast this on a group member without needing to touch (or even see) them.

OPEN MIND

When you touch someone, their thoughts become audible to anyone else nearby, as long as you continue to concentrate. While this spell is ongoing, you take –1 to cast a spell.

PATTERN LINK

Name a person, place, or thing you want to learn about. If the target is within a few days walking distance, the spell locates the pattern of what you seek and links it to your own pattern. While this spell is active, you gain visions of the target, as clear as if you were there. The threads woven to cast this spell remain woven while it is active, freeing only when you end the spell. Those capable of traveling in astral space could track these threads back to you, if put to such a task. Some locations may be shielded to remain hidden from this spell.

SANCTUARY

You touch the window or door of a building (from inside or outside). While the spell is ongoing all portals and entrances to that building seal and are magically reinforced to keep out intruders (or keep in those inside). Further, the skin of the building acts as a barrier in astral space. This spell may only be dispelled or interfered with by those on the same side of the building walls as you. You take –1 ongoing while this spell is active.

RESIZE

Hold 3. Touch a target and spend 1 hold to alter the target's size up or down by one category. You may spend multiple hold on the same target. The target's new size may alter its capabilities. While ongoing, take -1 to weaving spells.

SEVENTH CIRCLE SPELLS

Seventh circle spells require two threads be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

CATCH SPELL

You can "catch" a spell cast at you, holding it. You may release a held spell, casting it as if it were your own, fully woven, spell. You may only hold one spell at a time. While ongoing you cannot weave spells.

CONTINGENCY

Choose a third (or, if you weave an additional thread, fifth) circle or lower spell you know. Describe a trigger condition using a number of words equal to your circle. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. One of the threads woven into this spell remains woven until the condition is met.

DISLUDGE SPELL

Choose an un-*armored* spell matrix you can see with astral sight, and empty that matrix. A target magical monster (the owner of the matrix) is denied part of all of one of its spellcasting moves (GM's choice, unless you weave an additional thread, allowing you to choose) until it can refill the matrix.

DOMINATE

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell. If you weave an additional thread, you can dominate two additional targets, rolling for hold for each.

PAST THOUGHTS

You can “hear” the thoughts and emotions that happened in your specific location during one historical event of your choosing. You do not necessarily know who originally possessed these thoughts and emotions, though thoughts can easily give away their origins. If you weave an additional thread, the information gained will be more precise, draw from additional time periods, or otherwise enhanced.

PEACEBOND

Select a target you can see. Whenever the target takes damage from an attack, the attacker takes the same amount of damage. Likewise, if the target deals damage, the target suffers the same amount of damage. If you weave an additional thread to this spell, apply its effects to an additional target. While the spell is ongoing you cannot cast a spell.

TRUE SEEING

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While ongoing you take –1 to cast a spell.

WORD OF RECALL

Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell. If you weave an additional thread, you may recall any targets you can see when you cast it.

NINTH CIRCLE SPELLS

Ninth circle spells require three threads be woven into them to be cast.

ALERT

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. While the spell is ongoing, one of the threads woven into this spell remains woven into the spell.

ANTIPATHY

Choose a target and describe a type of creature or a Passion. Creatures of the specified type or who embrace the ideals of that Passion cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take –1 to cast a spell.

FORK

When you prepare this spell into a spell matrix, select three spells in your grimoire with circles adding up to nine (e.g. one fifth circle, one third, one first; or one seventh, two first; or three third). When you cast fork, the effects of the selected lesser spells occur simultaneously. Each may be targeted separately.

MIND TRANSFER

You transfer your mind into the body of another living being you touch. You may choose to exchange bodies, in which case their mind now inhabits your body until the effect is reversed. You retain all your moves and stats except those that require your old body. You may instead choose to possess them, which makes this spell ongoing and gives them a chance to resist. If they cannot, your body remains in a state of sleep and while this spell is ongoing, you take –1 to cast a spell.

PERFECT SUMMONS

You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

WARP ASTRAL SPACE

You twist, stretch and deform the local astral space, making working magic difficult. Gain 1d4+1 hold. Spend hold, 1 for 1, to choose an option like:

- Disrupt a magic-related GM move.
- Banish a summoned spirit or elemental.
- Force astral creatures to flee the area.
- Prevent a spirit or horror from leaving this plane.
- Snuff out a magical effect.
- Prevent a target from teleporting away.
- Force a target to reveal its true form.

If you run out of hold the spell ends. While the spell is ongoing you cannot cast a spell.