

## Basic Moves

PCs have access to all Basic Moves; they're things that just about everyone can at least try to do.

### ○ Risky Proposition

- When you do something while in jeopardy, pick a Stat, say how you use it, and roll.
- **S:** You succeed.
- **T:** A partial success, or the GM offers you a choice.
- **F:** The jeopardy gets you, fate intervenes.

### ○ Read a Person

- When you observe a person in a charged interaction, roll Alertness **S:** Ask 3. **T:** Ask 1. **F:** Ask 1, but fate intervenes. While acting on knowledge uncovered, you take +1 ongoing.
- Is this character telling the truth?
- What are they really feeling?
- What do they intend to do?
- What do they wish I would do?
- How do I get this character to do \_\_\_?
- One specific question about a detail of your choice.

### ○ Read a Situation

- When you observe a charged situation, roll Alertness. **S:** Ask 3. **T:** Ask 1. **F:** Ask 1, and fate intervenes. While acting on knowledge uncovered, you take +1 ongoing.
- What's the best escape route?
- Which enemy is most vulnerable?
- Which enemy is the biggest threat?
- What should I be on the lookout for?
- Who's in control?
- What detail are we missing?
- One specific question about a detail of your choice.

### ○ Open Your Mind

- When you try to commune with gods, spirits, or powers, roll Spirit. **S:** Choose 2. **T:** Choose 1, but the being takes an interest in you. **F:** Fate intervenes.
- What threat is coming?
- What is the best course to avoid \_\_\_?
- What sources of power are nearby?
- How are the powers or supernatural forces moving here?

### ○ Help/Hinder Someone

- When you help or hinder someone else on a specific task or roll, roll Alertness or Cunning and add your

Relationships with them. On a failure, fate intervenes.

- For PCs, **S:** As a Tie, plus your Relationship with them. **T:** They take +1 on the roll.
- For NPCs, **S:** You pick whether they succeed or fail. **T:** You make it more or less likely they'll succeed.

### ○ Move Stealthily

- When you try to sneak into, out of, or past a watched or guarded area, roll Cunning.
- **S:** You make it all the way through easily. Take +1 forward.
- **T:** You're cutting it close, but you make it through.
- **F:** You didn't make it. Fate intervenes.

### ○ Seize by Force

- When you struggle with someone for control of something, roll Power and Exchange Harm. **S:** choose 3, **T:** choose 2, **F:** choose 1 and fate intervenes.
- Inflict +1 harm
- Suffer -1 harm
- Take definite control of the thing
- You impress, dismay, or frighten them.

### ○ Exchange Harm

- When you trade blows with someone, you move into the appropriate range for one of your Weapons, you pick which. You then Deal Harm. If your opponent has a Weapon that can be used at that same range, they Deal Harm back to you in the same way.

### ○ Deal Harm

- When you hurt someone or something with a weapon, calculate how much: harm = your Weapon's harm - target's Armor.
- If an effect says to Deal Harm Past Armor, the target's Armor doesn't affect how much harm you deal.
- If a Move specifies a particular number, such as "Deal 1 Harm," it deals that amount *instead* of your Weapon's damage.

### ○ End of Session

- When the session ends, do the following.
  - Check to see if any of your Relationships have been resolved.
  - Spend Experience if you want. Make sure you clear any Experience spent.
  - Clear all Willpower stars.
  - Clear one filled Health star.
  - Clear any temporary effects.

## Battle Moves

Battle Moves are used in combat, generally to deal harm to another character.

### ○ Melee

- When you fight in close combat, roll Power and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 and fate intervenes.
- You inflict +1 harm.
- You suffer -1 harm.
- You overrun their position.
- You outmaneuver your opponent.
- You grapple with your opponent.

### ○ Ranged

- When you shoot at an opponent, Exchange Harm and roll Alertness. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 and fate intervenes
- You inflict +1 harm.
- You suffer -1 harm.
- Your enemy is pinned down in place.
- You remain undetected.

### ○ Arcane

- When you enspell an opponent, Exchange Harm and roll Spirit. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 and fate

intervenes.

- You inflict +1 harm.
- You suffer -1 harm.
- You hit several adjacent opponents.
- You hide your magical power.

### ○ Backstab

- When you try to get the drop on someone within the range of one of your Weapons, roll Cunning. **S:** All 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- You are not noticed.
- You Deal Harm to your target.
- You escape from the scene of the incident.

### ○ En Garde

- When you defend a position or location, ready to receive an opponent, or otherwise prepare for attack, roll Alertness. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- You inflict +1 harm against the next aggressor.
- You suffer -1 harm from this wave of attacks.
- Enemies cannot pass you until they overrun your position.
- Allies behind you take -1 harm from this wave of attacks.
- 1 enemy takes -1 harm ongoing until they disengage from your defense.

## Special Power Moves

Unlike Archetype Moves, Special Powers are more related to your physique and natural abilities than your training or profession.

### ○ Biteshake

- When you savage someone in combat, Move into Melee, Exchange Harm, and roll Power. **S:** Choose 3. **T:** Choose 2. **F:** Choose one, but fate intervenes.
- You hurl your opponent away, temporarily preventing them from attacking unless they have a Ranged Weapon.
- You inflict +1 harm.
- You suffer -1 harm.
- You pin your opponent in place.
- You destroy, remove, or eat one of their things.

### ○ Swallow Whole

- When you try to eat someone, roll Power. **S:** You swallow the target. Exchange Harm if you wish. While inside you, PCs can only attempt to escape by using Seize By Force against you; success indicates they escape. When an NPC tries to escape, you can attempt a Risky Proposition to keep them down. **T:** You take a bite out of them and Exchange Harm. **F:** Fate intervenes.

### ○ Poison

- When you bite or sting an opponent, roll Alertness. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 and fate intervenes. Spend 1 hold for one of the following:
  - They are Dealt 1 Harm Past Armor.
  - They become drowsy for a while.
  - One of their things is damage or destroyed.
  - They are confused and gullible for a while.
  - They become slow, rigid, or immobile for a while.
  - One effect lasts for a prolonged time.

### ○ Constrict

- When you constrict, grapple, or choke someone, roll Power. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 and fate intervenes. The target escapes if it is conscious when you have no hold left. While you have a hold on them, you can prevent them from moving.
  - Spend 4 hold: Render the target unconscious. You must constrict the target multiple times to get this much hold.
  - Spend 1 hold: Target cannot attack you until you have no hold on them.
  - Spend 1 hold: Target takes -1 ongoing until it catches its breath.
  - Spend 1 hold: Deal 1 Harm Past Armor.

### ○ Agile Flyer

- When you perform aerial acrobatics, roll Alertness. **S:** Choose 2. **T:** Choose 1. **F:** Choose 1 and fate intervenes.
  - You escape to a safe distance.
  - You take +1 forward.
  - The enemy loses track of you.
  - You drop something on the enemy, Dealing 2 Harm.

### ○ Transformation

- When you take the time to transform into another shape, roll Charm or Cunning. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes. The transformation lasts the duration of the scene and collapses if you are hurt or examined too closely. You take +1 ongoing while your transformation is applicable.
  - Mimic a person's likeness.
  - Produce a useful limb or part.
  - Adapt to an environment or hazard.
  - Take on 1 natural characteristic of an animal.

### ○ Supernatural Allure

- You get +1 on Beguile, Courtship, and Get Intimate Moves,

and can use them in combat.

### ○ Regenerate

- When you have wounds, you can try to heal them. roll Spirit. **S:** Heal 1 wound. **T:** You don't regenerate, but you take +1 Armor forward. **F:** You expend too much energy and fate intervenes.

### ○ Mystic Eye

- When you Read a Person or Situation, you can add these questions to the list of things you can ask.
  - What does \_\_\_ god, power, or spirit think of this?
  - What's one magic power it has?
  - What Power Pool is most closely related to it?

### ○ Evil Eye

- When you Exchange Harm, you can always opt to Deal 1 Harm Past Armor instead of using a Weapon. You can do this at Melee or Ranged distance.

### ○ Binding Thread

- When you are within Melee range of an enemy, you can bring your threads into play. Roll Cunning. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but fate intervenes.
  - Deal 1 Harm Past Armor.
  - Disable an enemy's Weapon or Armor.
  - Stop an enemy in their tracks.
  - Pull a person or object close.
  - Tie up a character.

### ○ Psychic

- When you read the thoughts of another, roll Spirit. **S:** Ask 3. **T:** Ask 2. **F:** Ask 1, and your target asks 1 of you.
  - What do I need to do to get you to do \_\_\_?
  - What is one of your weaknesses?
  - What do you fear?
  - What is one of your strengths?
  - What are you hiding?
  - What is your next move?

### ○ Super Ability

- You have a super ability. Pick one from the list below. When you use your super ability, roll (Stat). **S:** It works without a hitch, take +1 forward. **T:** It works, but the GM introduces collateral damage. **F:** Your super ability backfires and fate intervenes.
  - Superstrength (Power)
  - Ubersenses (Alertness)
  - Hyperspeed (Alertness)
  - Ultratempting (Charm)
  - Omniscient (Cunning)
  - Gigamagic (Spirit)

### ○ Great Roar

- When you let loose a terrible howl or cry, roll Power. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but fate intervenes.
  - You deafen all opponents in the scene.
  - Interrupt any rituals or activities that rely on sound.
  - Your enemies are not immediately attracted to your position.
  - Enemies who hear you take -1 forward to attack you.

### ○ Echolocation

- Darkness, smoke, and fog have no bearing on your ability to see or navigate an area. If you Exchange Harm with someone who can't see you, the harm they can deal you is reduced by 1.

### ○ Solid Thought

- Natural Weapons and Armor you carry do not exist in physical space unless you want them to; you appear unarmed and unarmored at all times. When you take your opponents by surprise, you take +1 Armor and harm forward the first time you engage any given enemy. All other costs and requirements remain the same for procuring said gear.

## Social Moves

Social Moves cover the various useful social interactions that a character can do. These Moves go far beyond basic conversation. You can lie to someone even if you don't have the Deceive Move, but doing so leaves all of the attempt in the hands of the GM who may choose to complicate the matter.

### ○ Deceive

- You say what you want the other party to believe, and roll Cunning. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 but fate intervenes.
- Your ruse is not discovered.
- The target falls for it.
- The timing is perfect.
- They tell others about it.

### ○ Threaten

- Make your threat, and roll Power, Cunning, or Charm.
- **S:** They choose 1: They force you to make good on the threat and they deal with the consequences. They give in and do what you want.
- **T:** They choose 1 from above, or one of the following: Get out of the way. Barricade themselves securely in. Give you what part of what you want. Back off calmly.
- **F:** They don't appreciate it. Fate intervenes.

### ○ Beguile

- When you seduce, manipulate, tempt, or lie to someone, say what you want them to do, give them a reason, and Roll Charm.
- **NPCs:** **S:** They go along with it unless something betrays your reason. **T:** They go along with it, but they need assurance or a promise.
- **PCs:** **S:** Both. **T:** Choose one.
  - If they go along with it, they mark Experience.
  - If they refuse, they do not mark Experience when their Flaw is invoked for the remainder of the session.
- **PCs & NPCs:** **F:** Fate intervenes, they're on to you, they resist, or they somehow foil or reverse your attempt.

### ○ Get Intimate

- When you get intimate with another character, roll Charm or Power. **S:** You change both your tag with them and their tag with you, and you take +1 ongoing with them. **T:**

Either take +1 ongoing with them, or change their tag with you. **F:** Your lover takes +1 ongoing with you and may change their tag with you. Regardless of your success, if your lover is a PC, they may Get Intimate as well.

### ○ Courtship

- When you try to persuade someone into a relationship with you, offer them a Relationship tag with yourself as the target. They can either accept it or decline. If they accept it, you mark Experience. They may perform Courtship with you in return, but do not have to.

### ○ Seek Council

- When you go to someone for insight, ask them what course of action they think is best and roll Charm or Alertness and add their Relationship with you. **S:** They choose 2. **T:** They choose 1. **F:** They choose 1, but fate intervenes, whether you follow their advice or not.
- You take +1 ongoing to pursue their advice.
- You mark Experience at the conclusion of following their advice.
- You take +/-1 ongoing with someone, their choice.

### ○ Weight of Reputation

- When you meet someone you want you want to influence with your reputation, roll Charm or Power and add their Relationship with you. This only works once on someone unless your reputation has grown since your last meeting. **S:** You get +1 ongoing with them. **T:** You take +1 forward with them. **F:** Fate intervenes: they *have* heard of you, but not in a good way.

### ○ Athletics & Sport

- When you compete with others in a physical competition with rules, roll Alertness or Power. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1 but fate intervenes.
- You impress either the crowd or your opponents, take +1 ongoing in social situations with them.
- You win, or tie if any of your opponents are PCs and also select this.
- A patron steps forward to give you favor in the form of Treasure, Fealty, or assistance.
- A bargain or negotiation is honored in favor of your side.
- Your fame rapidly spreads across the region.

## Flaw Moves

You always have access to both Flaw Moves. You can change your Flaw through play using Experience. Individual flaws are listed in the List of Flaws after the Moves section.

### ○ Tragic Flaw

- Any player can invoke your Tragic Flaw, including yourself. When your Flaw is invoked, pick one.
- If you have it to spare, mark Willpower, and temporarily

suppress your Flaw.

- Indulge your Flaw and mark Experience.
- Indulge your Flaw and take +1 ongoing while doing so.
- Indulge your Flaw, take +1 forward, and clear 1 Willpower.

### ○ Invoke Flaw

- When you invoke another PC's Flaw, mark Willpower and suggest a complication related to their Flaw. When you invoke your own flaw, you don't mark Willpower, just suggest a complication.

## War Moves

These Moves are used during large-scale battles and sieges, and deal with military units operating in the field. You *can* use your own character as your unit for the purposes of War Moves. No character receives a War Move by default in character creation, but you can buy them as normal.

### ○ Besiege

- When your unit lays siege to a fortified position, roll Cunning and your unit is Dealt 3 Harm. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1 and fate intervenes.
- Your unit Deals Harm to the defenders.
- Your unit takes only light casualties, 1 harm instead of 3.
- You do not expend significant resources.
- Your opponents run low on supplies.

### ○ Withstand Siege

- When your unit weathers an assault on a fortified position roll Alertness. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1 and fate intervenes.
- Your unit repairs any damage to the fortifications.
- Your unit keeps the invaders at bay.
- Your unit *avoids* spending too many resources.
- Your unit damages the aggressor's siege weaponry.

### ○ Sortie

- When your unit issues forth from a fortified position to engage the enemy, roll Power and Exchange Harm with the opposing unit. **S:** You inflict +1 harm, and your opponents' equipment and preparations are destroyed. **T:** Your opponents' equipment and preparations are damaged. **F:** Fate intervenes.

### ○ Open Battle

- When your unit engages an opponent unit on the field of battle, roll Power or Cunning and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit inflicts +1 harm.
- Your unit suffers -1 harm.
- Your unit breaks the enemy's formation.
- You take +1 forward.

### ○ Formation

- When you rally your troops into a formation, roll Power or Alertness. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit takes +1 ongoing to Armor.
- Your unit takes +1 ongoing to harm inflicted.
- Enemies cannot engage a defended unit in melee.
- Enemies cannot pass your unit.

### ○ Light Cavalry

- When your unit flanks or harries an opponent, roll Cunning or Alertness and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit suffers -1 harm.
- Your unit breaks the enemy's formation.
- The enemy unit is demoralized.
- Your unit disengages successfully from the enemy.

### ○ Shock Cavalry

- When your unit charges an opponent head on, roll Power and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit inflicts +1 harm.
- Your unit suffers -1 harm.
- The enemy unit is scattered and takes -1 ongoing while disorganized.

- Your unit manages to retreat after the charge.

### ○ Artillery

- When your unit fires a volley from siege engines, cannons, or other extreme-range weapons, roll Alertness or Cunning. **S:** You Deal Harm Past Armor to the enemy unit, or damage on their fortifications. **T:** You scatter the enemy unit, or send them running for cover. **F:** Fate intervenes. Pray you missed your own troops.

### ○ Volley

- When your unit launches a ranged volley at an enemy, roll Cunning or Alertness. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit Deals Harm to the enemy.
- Your unit breaks the enemy's formation.
- The enemy unit is demoralized.
- The enemy unit's advance is slowed or halted.

### ○ Scout and Range

- When your unit carefully observes and measures the range of an enemy unit, roll Alertness or Cunning. **S:** You and your allies take +1 ongoing on all war moves until your opponent changes their formation. **T:** You and your allies take +1 forward on Volley and Artillery Moves. **F:** Fate intervenes on your reconnaissance.

### ○ Maneuver

- When your unit attempts to outmaneuver an opponent, roll Cunning. **S:** Take +1 ongoing while you have the advantage of terrain or position. **T:** Take +1 forward due to the advantage of your terrain or position. **F:** Fate intervenes and the enemy takes the tactical advantage.

### ○ Resupply

- When you take time to patch wounds, feed soldiers, and replenish arms, declare where your resources are coming from and determine your Relationship with the leader of that asset or place. Then roll Charm or Cunning and add your Relationship. **S:** Your unit heals 3 harm. **T:** Your unit heals 2 harm. **F:** Your unit heals 1 harm, but fate intervenes somewhere else in the war.

### ○ Sabotage

- When your unit sabotages the opponent, roll Cunning. **S:** Choose 2. **T:** Choose 1, but be prepared for complications. **F:** Fate intervenes.
- Undermine their defenses.
- Collapse their tunnels.
- Poison their water supply.
- Destroy their food.
- Destroy their supplies.
- Deliver spies or assassins.

### ○ Battlefield Enchantment

- When you call upon gods, spirits, or powers to turn the tides of battle, roll Spirit. **S:** Choose 2. **T:** Choose 1. **F:** Fate intervenes and the gods become angry.
- Sculpt the terrain to your advantage. Allied units take +1 ongoing to Maneuver, Scout and Range, and Withstand Siege.
- Curse the enemy. They take -1 ongoing to harm.
- Bolster your allies. They take +1 ongoing to Open Battle, Heavy Cavalry, and Besiege.
- Scry on the enemy forces. Your allies take +1 ongoing to Artillery and Volley unless the enemy blocks your scrying.
- Hide your forces. Your allies take +1 ongoing to Sabotage, Maneuver, and Scout and Range until they engage the enemy.

Character

Player

## Archetypes moves

### Companion

- **Follow the Lead**
  - You take +1 ongoing while following the orders of your ally.
- **Easily Dismissed**
  - You get +1 on Move Stealthily whenever you're not alone.
- **Pull You From The Fire**
  - When you attempt to save your ally from an immediately dangerous situation, roll **Alertness**. **S:** As per Tie, but your ally gets the drop on the enemy as well. **T:** You avert the immediate aspects of your ally's fate. **F:** Fate intervenes and you merely swap places.

### Devourer

- **Predator**
  - You get +1 to rolls and harm with Biteshake and Swallow Whole.
- **Natural Hunter**
  - You get +1 harm with Natural Weapons.
- **Carnivore**
  - When you cause your opponent to mark 2 or more stars of Health in a single blow, you heal 1 star.
- **Eclipse**
  - When you consume a part of a spirit, god, or great power, roll **Spirit**. **S:** You devour all the energy in the local area. **T:** You reduce the hold the power has on the area, but now it knows you and is waiting for its chance. **F:** That was a bad food. Fate intervenes.

### Outlander

- **Sturdier Stuff**
  - You gain 1 Armor
- **Feral**
  - +1 harm with all Natural Weapons
- **Great Beast**
  - At the beginning of each fight, pick one. Each lasts the duration of the battle, or until you are knocked out.
  - Take +2 Armor until you mark a Health star.
  - Take +1 ongoing on attacks.
  - Add 2 Health stars to your Health Constellation.
  - You can try a Risky Proposition to heal: Success clears 1

- **Observant**
  - You get +1 to Read a Person or Situation.
- **Comforting Presence**
  - You and your ally get +1 to Social Moves with each other.
- **Obfuscating Stupidity**
  - When you might come under suspicion, roll **Charm** or **Cunning**. **S:** You avoid notice entirely; you're not even on the list of suspects. **T:** They're aware of your presence, but discount you as a suspect. **F:** Fate intervenes and someone learns something important about you.

- **Dimension Belly**
  - When you eat something, you can choose to store it rather than digest it. You can store a boatload of stuff, and each item can be the size of a person.
- **Drain the Blood**
  - When you drink the life force of another creature, roll **Spirit** or **Power**. **S:** Choose 2. **T:** Choose 1. **F:** Exchange harm and fate intervenes.
  - The target grows weary and depressed for several days.
  - You heal 1 star of Health.
  - The target is briefly your thrall.
  - The target does not recall your attack.
  - The target takes -1 ongoing when disobeying you.
  - The target takes +1 Spirit ongoing.
  - PC Only: The target marks Experience and 1 Health.

Health star.

- **Nomadic Ranger**
  - When confronted with a difficult landscape, roll **Alertness**. **S:** Shelter and food come easily. **T:** Either food or shelter can be had easily, but not both. **F:** Fate intervenes and you encounter a dangerous wild animal.
- **Plunderer**
  - You get +1 on Seize by Force Moves, including in war situations.
- **Berserker**
  - When you Exchange Harm, you can add 1, 2, or 3 to the harm inflicted by *both* you and your opponent.

## Pact Mistress

### ○ Bind Pact

- When someone makes an oath, vow, or promise to you, you can bind them to their word. Roll Spirit or Power. **S:** Hold 3. You can spend 1 hold to force them to take a single action to further their promise. **T:** Hold 2. You can spend 1 hold to give them +1 ongoing if they keep their word, or -1 ongoing if they break it. **F:** You give them +1 ongoing to follow their vow, but fate intervenes.

### ○ Benediction

- When you declare a vow with one of world's gods or spirits, roll Spirit. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. Spend 1 hold to induce the gods to assist you by modifying the world in some subtle way. If you break your vow, you lose your remaining hold and take 3 harm Past Armor.

### ○ Stalwart

- When you swear an oath to finish some business or complete a complex task, roll Spirit or Power. **S:** You take +3 to Health stars ongoing. **T:** You take +1 Health star ongoing. **F:** Your resolve is broken, fate intervenes. If you can't, won't, or fail to complete your oath, you take harm equal to the stars you received Past Armor.

### ○ Beast Mistress

- You forge a pact with a beast, animal, or minor spirit. Say what you will do for the creature and roll Spirit. **S:** The creature obeys all orders, and can fight for you. It has 4 Health

## Priest

### ○ Healing Ritual

- When you take the time to perform a ritual to heal another, roll Spirit. **S:** Heal 3. **T:** Heal 2. **F:** Heal 1, and fate intervenes.

### ○ Daily Prayers

- Each day you hold 2 for your prayers. You can spend this hold to take +1 on rolls on any action or Move related to your religion.

### ○ Warding

- You gain +1 Armor against magic, the supernatural, gods, and the effects of Power Pools. You can extend this protection to all standing within arm's length.

### ○ Ritual of Devotion

- When you perform a religious ritual for someone, roll Spirit. **S:** They hold 3. **T:** They hold 2. **F:** They hold 1, but fate intervenes and the enemies of your religion draw near.

## Shadewalker

### ○ Technique

- When you use your martial art techniques, declare a supernatural patron or source of your style and roll Cunning. **S:** +1 ongoing while you keep channeling that source. **T:** Take +1 forward on the technique, but the source takes an interest. **F:** Take +1 forward, but fate intervenes and the source takes something from you.

### ○ Agility

- You gain 1 Armor.

### ○ Dancer

- When you perform a ritual dance, pick a source of great mystical power and roll Spirit. The dance affects all who see it, granting them a bonus or penalty to actions related to the

stars and a 3 harm Natural Melee Weapon. **T:** The creature will look out for you, go places, and observe things, but will not fight. **F:** The creature is insulted by your offer. Fate intervenes. If you fail to deliver on your promise, fate also intervenes.

### ○ Truthsayer

- When you speak with someone you are suspicious of, roll Cunning or Spirit. **S:** Hold 3. Additionally, you can also compel them to speak the truth by spending 2 hold. **T:** Hold 2. **F:** Hold 1, but fate intervenes. You can spend hold at any time during the conversation to select or ask one of the following:
  - Is this person telling the truth?
  - Has this person broken their word?
  - Will they honor their bargain?
  - Is there another promise interfering?
  - Calm someone in the conversation.

### ○ Covenant

- When you entreat a spirit, great power, or god to protect and bless a place, roll Spirit. Any boons granted by the power are rescinded if the oath is broken, and you always know if it is kept or not.
  - S:** The power asks for a small but regular sacrifice in exchange for great and lasting prosperity.
  - T:** The power asks for great sacrifices regularly in exchange for mild prosperity.
  - F:** The power binds you instead, fate intervenes.

They can spend 1 hold for one of the following:

- Suppress an invocation of their Flaw.
- Take comfort in your religion.
- Cure feelings of guilt.
- Take +1 forward against supernatural dangers.
- Take +1 forward on Social Moves with fellow adherents.

### ○ Proclamation

- You get +1 to Threaten and Weight of Reputation moves.

### ○ Sacrifice

- When you sacrifice something to your gods, say what you are sacrificing, what you want, and roll Spirit. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1, but fate intervenes.
  - The ritual is resolved immediately, rather than in the future.
  - You get what you wished for.
  - Your god accepts the sacrifice as a gesture, rather than literally, allowing you to keep the thing in question.
  - You take +1 forward from the blessing of your god.

Pool. **S:** You give +/-2 ongoing while dancing, or you open the source to all present. **T:** You give +/-1 forward, but the source infects you temporarily. **F:** Fate intervenes and draws everyone into the source of power unprotected.

### ○ Darksome Folk

- At dusk, you can choose to take +1 ongoing on Spirit or Cunning until you encounter bright light or morning comes. If you're exposed to bright light *before* morning, you mark 1 health star.

### ○ Flash Step

- You can use Melee Weapons as though they were Ranged.

### ○ Assassin

- You inflict +2 harm while your stealth is maintained.

# HEROINES OF THE FIRST AGE

Character

Player

## Socialite

### ○ Noble

- When you use your wealth or status, roll Charm. **S:** Your reputation precedes you, and they are eager to please. **T:** They're unwilling but cooperative. **F:** Fate intervenes: it turns out that a political adversary has a hold on them.

### ○ Connections

- When you talk to others about a person, item, or event of interest, roll Charm. **S:** You find someone who has intimate knowledge of it. **T:** You find a few people to give you good clues. **F:** You find a lot of clues, but a lot of them are from the opposition. Fate intervenes.

### ○ Commander

## Soldier

### ○ Combat Medic

- When you patch someone up in combat, roll Alertness. **S:** Heal 1 harm on your target. **T:** Heal 1 harm on your target, but take -1 forward to your defense. **F:** You and your target are caught out and fate intervenes in your ministrations.

### ○ Specialist

- Pick one type of Weapon: Melee, Ranged, Natural, Aura. You get +1 harm with Weapons with that tag.

### ○ Formation

- When you fight in formation, you can choose to take +1 Armor ongoing, or give +1 Armor to all allies ongoing.

### ○ Fortitude

- While you have 2 or more marked health stars, you take +1

## Sorceress

### ○ Sanctuary

- You have a tower, hovel, or cave that you can retreat to, with 2 assistants or allies. When resting there, you and your allies clear all marked Health stars.

### ○ Creator

- When you Craft something (See Crafting Things in Journey) and the GM gives you several prerequisites, you can resolve one of them simply by using magic.

### ○ Mindreader

- Use Spirit instead of Alertness to Read a Person or Situation.

### ○ Summoner

- When you conjure a creature from a Power Pool, roll Spirit. **S:** Hold 3. **T:** Hold 2 and the Power Pool begins seeping into the area. **F:** Hold 1, and fate intervenes as the Power Pool invades. The summon disappears after you spend your last hold. Spend 1 hold to make your summoned entity perform one of these actions:
  - Exchange Harm with an opponent.
  - The Summon performs short series of physical actions.
  - The Summon watches a target stealthily and reports back

- When you deliver an order, those who follow it receive +1 ongoing while it can still be accomplished.

### ○ Bard

- You get +1 Charm when performing music.

### ○ Rogue

- When someone's plan is foiled, roll Cunning. **S:** You can capitalize on it whenever you like. Hold 3. Spend 1 hold to get +1 on a related roll. **T:** You take +1 forward to handle the situation. **F:** You can capitalize on it later, but fate intervenes when you do.

### ○ Believable

- You get +1 to Beguile, Threaten, and Deceive Moves.

Armor ongoing.

### ○ Duelist

- When fighting an opponent one on one, roll Alertness or Power. **S:** You Deal Harm to your enemy. **T:** You Exchange Harm with your enemy. **F:** Fate intervenes: your opponent Deals Harm to you.

### ○ Weapon Blast

- When you charge up an attack to release all at once, roll Spirit and Exchange Harm. **S:** You inflict +4 harm on this attack. **T:** Your attack either misses and deals no harm, or hits for +4 on the enemy and anyone, friend or foe, nearby. The choice is yours. **F:** The attack goes wild or gets out of control. Fate intervenes: massive collateral damage is inevitable.

to you.

- The Summon guards you from danger.
- The Summon has a 3 harm Natural Melee Weapon and 5 Health stars.

### ○ Witch

- When you pry into mystic secrets or draw on the power of the gods, roll Spirit. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
  - The power *doesn't* invade your mind temporarily.
  - You are *not* rendered insensate from your communication temporarily.
  - The power answers a question of yours.
  - The power shifts its influence at your behest.
  - You temporarily imbue an item with appropriate power.

### ○ Seer

- When someone comes to you for advice, roll Spirit. **S:** You prophesize the outcome. As a Tie, but they also take +1 ongoing while following the prophecy. **T:** You reveal the dangers or forces that wish to stop them. **F:** You prophesize their doom. They take -1 ongoing until they perform a small quest, and fate intervenes on you for it.

Character

Player

## Wyrdling

### ○ Focus

- Pick a target and roll **Cunning** or **Spirit**. **S:** You take +2 choices or hold forward with Wyrdling Moves on that target. **T:** Take +1 choice or hold forward with Wyrdling Moves on the target. **F:** Fate intervenes. Your concentration is broken and you lose all your Focus holds.

### ○ Telekinesis

- When you reach out with your mind, roll **Spirit** or **Cunning**. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. You can spend 1 hold to perform a discrete action or manipulate a single object at a distance. These manipulations can be anything you would otherwise be able to do with your hands.

### ○ Warp Reality

- When you tamper with the fabric of reality within arms' length, you can reshape solid materials. roll **Cunning** or **Spirit**. **S:** Hold 1. **T:** Hold 1, but the effects are only illusory; others are not aware of this. **F:** The warping backfires; fate intervenes. Spend 1 hold for one of the following.
- Reshape the world around you: carve a boulder into stairs, mangle a machine's gears, cut a perfect square hole through a tree, bend spoons, etc.
- Meddle with an opponent's equipment, causing -1 Armor or -1 harm ongoing.
- Intentionally disguise your actions until an outside force comes in contact with your handiwork.
- You can warp reality at Ranged distance temporarily.

### ○ Mind Blast

- When you slam a foe with telekinesis, select a target within Ranged distance and roll **Power** or **Spirit**. **S:** Choose

2. **T:** Choose 1. **F:** Choose 1, but you mark 1 health star and fate intervenes.

- Deal 1 harm Past Armor at any range.
- Push or slam target.
- Disorient target, they take -1 forward.
- Add the Area tag to this attack.

### ○ Aegis

- When you focus your powers on defense, roll **Cunning** or **Spirit**. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. Spend 1 hold for one of the following:
- Take +1 Armor forward.
- Change the target of your Aegis.
- The Aegis protects against environmental hazards ongoing.
- Extend the Aegis to all within arm's length of the target.
- The Aegis protects against all psychic and mental attacks ongoing.

### ○ Debris Storm

- When you let your psychic power rage like a hurricane, choose 3 from below. *Then* roll **Power** or **Spirit**. The Debris Storm has the Area tag, but what it affects depends on your roll. **S:** The storm affects all enemies in the area. **T:** The storm affects friend and foe alike. **F:** The storm affects *everything* within the area, and fate intervenes.
- Dust: Those affected take -1 ongoing to vision.
- Violence: Loose objects become high-speed projectiles, Dealing 3 Harm.
- Interception: Those within the storm take -1 harm.
- Force: Everything is thrown back out of the area.
- Scour: Those affected take -1 ongoing to Armor.
- Blinding: Those affected take -1 ongoing to attacks.