

Holdfast

Character

Player

Special Powers

○ **Aerial Adaptation:** You are perfectly at home in the air and can spend days aloft without becoming fatigued.

○ **Aetherophage:** When you would devour a spell before it can be cast or strip the Aura from a living being, roll Power. S: Choose 2. T: Choose 1. F: Your eyes are bigger than your stomach and fate intervenes.

- The spell is consumed or the Aura is stripped. If the latter, give the target the Aura-Stripped Tag. They may not cast again until they lose this Tag.
- You are nourished. Heal 1 and take Satiated. You may not select this option again while Satiated.
- You Deal the target 1 Harm Past Armor.

○ **Aquatic Adaptation:** You are perfectly at home in the water and never need to come up for air.

○ **Atypical Diet:** Regardless of whether you *need* to eat it, you may consume one of the following types of sustenance for a minor benefit.

- Earnest prayers (The next time you would Open Your Mind, Fate Intervenes, no roll allowed. However, if you personally answer the prayers you ate, Mark Experience)
- Anxiety (You calm your target completely)
- At least two liters of mortal blood (clear 1 Health Star)
- Godflesh (clear 1 Willpower Star)
- Secrets (+1 Ask the next time you Read a Person or Read a Situation)

○ **Deepseer:** You have adapted to the dark beneath the waves. Changes in lighting and sound do not influence the difficulty of your rolls.

○ **Explosive Sprint:** You may fill a Willpower Star to succeed automatically at a Risky Proposition where success depends on running very fast.

○ **Fathomdiver:** Your body is hardy enough to survive the deepest abyss. Changes in pressure and temperature do not influence the difficulty of your rolls.

○ **Ink Defense:** When you Exchange Harm with someone, instead of Dealing Harm you may fill a Willpower Star to spray your surroundings with noxious ink. Roll Cunning. S: No Harm is Exchanged. T: You suffer half the original amount of Harm. F:

Social Moves

○ **Beautiful Voice:** You take +1 Charm ongoing when you are singing or orating.

○ **Cassandra Complex:** When you warn someone against a course of action that then goes poorly for them, take +1 forward to show them up, fix the situation, or act against them.

○ **Chosen Pilot:** A Bulbship has accepted you as its partner. Name it. You may call it to you at any time, but when you do, roll Charm. S: Choose 0. T: Choose 1. F: Choose 2.

- It is petulant and clingy
- It takes a significant amount of time to respond
- It is being pursued

○ **Fringe Chef:** You can produce inspired creations, even with only a cookfire and simple spices, that cater to everyone's palettes. You get +1 ongoing to Social Moves that involve cooking, such as Beguile and Courtship attempts that are backed by a home-cooked meal. Once per session, when someone sincerely compliments your cooking, clear a Willpower Star.

○ **Loyal Bondmate:** Declare another character as your spiritual Bondmate. They do not necessarily have to be aware that you feel this way. When you put yourself in mortal danger for the sake of

You suffer full Harm and a bystander takes a negative Relationship tag with you.

○ **Mindskimmer:** You are constantly picking up flashes of surface thoughts from the people around you. You take +1 ongoing to Read a Person and Read a Situation, but if there are a lot of people around when you do this, fate intervenes.

○ **Natural Infiltrator:** +1 ongoing when using Read a Person or Read a Situation to look for weak points in someone or something's defenses.

○ **Preternatural Hardiness:** When you suffer Harm, you may fill in 1 Willpower star to clear 2 Health Stars.

○ **Serial Reanimator:** The first time you would fill your last Health Star is a scene, don't. Continue play with it unfilled instead.

○ **Toxin Immunity:** You are immune to all toxins that have not been specifically formulated to affect you. Alcohol, narcotics, etc must be consumed in staggering amounts to produce even a small change in your behavior. If the effect of a Move involves you screwing up and poisoning yourself, you still manage to do that.

○ **Venom Engineer:** Thanks to rigorous training and a lot of acquired immunities, you can safely coax specific toxins out of your body or the bodies of others. When you practice your craft and design a toxin, Choose 1, 2, or 3 effects first, then roll Cunning. S: hold 2. T: hold 1. F: The toxin effects you instead. You may spend your hold to poison a drink, drip a dose down the blade of a weapon, apply a veneer of toxic lipstick, etc. Each applied dose only takes effect once.

- Bitter Musk. Animals avoid the area. People avoid it too.
- Traditional Medicine. Target clears 1 Health Star.
- Catastrophic Purgative. End all toxin/poison/disease effects on target. Target fills in 1 Health Star per effect removed. If at least two Health Stars were filled in, target cannot be afflicted by toxins/poisons/diseases again this scene.
- High-Dosage Deliriant. Fate intervenes on the target.
- Contagious Irritant. Characters in the same scene as the original target must use Risky Proposition or immediately suffer the same effects.
- Toxicological Synergy. If you or a willing member of your party has the Special Power Move Poison, you may duplicate one of its effects.

your Bondmate, Mark Experience.

○ **Righteous Reaffirmation:** When you see visible proof that your cause is making the world a better place, clear a Willpower star.

○ **Sanctioned Emissary:** When you are acting as a diplomat and you issue an ultimatum, your target takes -1 forward if they refuse to comply.

○ **Stolen Relic:** You have a piece of equipment with a Blessing on it. The entity that powers the blessing does not know that you have it. At the start of every session, roll a single die. On a 6, stop rolling. The entity comes after you and will not stop until it has exacted sufficient revenge for your theft. If it succeeds or you otherwise lose the relic, you can spend 1 experience to replace this move with another.

○ **Where Were You Keeping That?:** If you ever voluntarily part with or are or involuntarily deprived of your weapons, you may produce a weapon (valued 3 gold or less) seemingly out of nowhere. Be evasive when asked by your teammates about where this weapon came from. You may not sell this weapon, and it disappears mysteriously after you are done with it.

Incarnation Moves

○ **Direct Reincarnation:** You are not a new thing. You are a collection of memories and life experiences from one of the women of the Five Worlds, jammed into a fresh body. Depending on the Multigoddess' whim, you may have been put in the same body, or you may have been put into a wildly different one. You may remember your former self, or you may be a complete blank. Direct Reincarnations are typically part of The First Generation, but it is also possible for an incarnation to skip a few generations and then ensoul a newborn—something that usually surprises both the mother and the child. Direct Reincarnations with memories of the Five Worlds take +1 forward when drawing on those memories. Direct Reincarnations without those memories gain an extra Willpower Star.

Halo Moves

○ **Abiding Halo:** Your Halo lingers, even after you've let go off your magic. It's almost as if it's trying to protect you. +1 Armor against magic or the attacks of gods.

○ **Ambient Halo:** Your Halo is a diffuse field that rings your body, transparent almost the point where it could be mistaken as an Aura. When you Exchange Harm using magic, you may add an Area tag to the effects.

○ **Autarch's Halo:** Your Halo leaves anyone who would doubt your authority ill at ease. You gain +1 ongoing on all Social Moves that are backed by the implicit (or explicit) threat of force from your Halo.

Archetypes moves

Apotheotic Convergent

○ **Amplified Frame:** At the start of each day, you can choose one of the following. Doing so removes all benefits and drawbacks from your last selection.

- Blacklattice Carapace: Replace your current Natural armor with a +3 Blacklattice Carapace. When this adaptation is not selected, your previous Natural Armor is re-equipped.
- Predator's Caution: hold 3. Spend for +1 forward on Risky Proposition.
- Black Vein Networks: Gain 1 unfilled Health Star.

○ **Amplified Legs:** At the start of each day, you can choose one of the following. Doing so removes all benefits and drawbacks from your last selection.

- Windrunner: You get +1 ongoing to Risky Proposition when speed and precision are involved.
- Blightsinew: Lose 1 unfilled Health Star. You get +1 ongoing to Combat Moves.
- Microfibers: You can walk or run on walls, ceilings, etc without needing to make a Risky Proposition or other type of Move in order to do so.

○ **Amplified Arms:** At the start of each day, you can choose one of the following. Doing so removes all benefits and drawbacks from your last selection.

- Tetanus Lash: When someone you strike Suffers Harm that is not absorbed by their Armor, give them the Toxic Tag.

○ **Cosmic Plaything:** Take a second Tragic Flaw. Dealing with your Flaws has toughened you. Gain a Willpower Star.

○ **First Generation:** You are one of the Multigoddess' original creations. Though there have been generations after you, you were alive for the birth of the world and this impresses people. Take +1 forward when your age and wisdom demand respect.

○ **Flashes of Cataclysm:** Your memories of the end of the Five Worlds have left quite an impression on you. +1 ongoing to Risky Proposition when everything is going wrong all around you, your situation seems hopeless, or your plan is falling apart.

○ **Past Ties:** You feel an intense, sometimes random connection with others. Occasionally you know facts about people you haven't met before. When you take a Relationship tag with a character, or when a character takes a Relationship tag with you, clear a Willpower star.

○ **Corrupted Halo:** Your Halo is a sickly color and drips with wasted energy. When you Exchange Harm using magic, you may add a Toxic tag to the effects.

○ **Ravager's Halo:** Traceries of lightning crawl through your Halo, hinting at the power within. When you Exchange Harm using magic, you may fill a Willpower Star to Deal +2 Harm.

○ **Unstable Halo:** Your Halo's energy has a slight but noticeable "stutter" to it and it's hard for you *not* to cast spells with overwhelming force. When you Exchange Harm using magic, you may add a Knockdown tag to the effects.

- Explosive Release: hold 1. Spend to add an Area Tag to any Combat Move as you release a flurry of black metal needles.
- Reactive Flesh: You may permanently degrade a piece of Armor you are wearing by 1 point to take +2 Armor forward against an attack. You may reduce a piece of Armor down to 0 this way, destroying it utterly when it reaches that point.

○ **Amplified Mask:** At the start of each day, you can choose one of the following. Doing so removes all benefits and drawbacks from your last selection.

- Cosmetic Chameleon: You may disguise the Convergence's influence on you with ease. You do not need to roll for this purpose.
- Horrorform: You may play up the Convergence's influence, turning your features truly alien. When you do, take +1 forward to intimidate, startle, and terrorize.
- Sensory Bristles: Your whole body can sprout black metal feelers on command, granting you a +1 ongoing to sensing things or people that are hidden nearby. It is also visually upsetting to non-Convergents.

○ **Force Recombination:** Send 1 willpower to choose a new adaptation for one of your Apotheotic Convergent moves.

○ **Adaptive Recombination:** Once each day, you can swap an Apotheotic Convergent move for a Special Power move or any Apotheotic Convergent Move. The moves swap back at the end of the day.

Holdfast

Daughter of the Ocean

○ **Hydromantic Tsunami:** When you call down a wall of water on your foe with an Aura-tagged weapon, Exchange Harm and roll Spirit. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 but fate intervenes.

- They take -1 armor forward.
- They inflict -1 harm.
- You inflict +1 harm.
- You wash them away.
- Your attack gains the Area tag.

○ **Brinshaper Armor:** When you forge arms and armor out of salt water, roll Spirit. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but your magic will fail you when you need it most.

- You create enough air-breather helmets for an entire unit.
- You create three fin-suits. Their wearers get +1 ongoing for swimming.
- You create two base weapons with the Aquatic Tag, dealing +1 Harm. They last until the end of the next combat.
- You create two base armors with the Aquatic Tag, giving +1 Armor. They last until the end of the next combat.
- You create a ship with the Stealthy, Hidden, and Aquatic Tags.
- You create something else of comparable size and complexity.

○ **As Moonlight Pulls The Tide:** When you take this move, declare your Moon Phase. At the start of every session, you may

either increase or decrease your Moon Phase by one step. You cannot go from Full to New (or New to Full) in a single step.

- New: You get +1 ongoing to Move Stealthily.
- Crescent: You get +1 ongoing to Read A Person.
- Quarter: You get +1 ongoing to Open Your Mind.
- Gibbous: You get +1 ongoing to Help/Hinder Someone.
- Full: You inflict +1 Harm.

○ **Storm's Brewing:** When you change the weather, roll Spirit. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and Fate intervenes.

- The change happens quickly.
- The new weather is at the desired intensity.
- The new weather lasts the right amount of time.
- The new weather does not cause problems across the region.

○ **Megabeast Dreams:** You have a special connection to one of the leviathans that lives below the surface. When you call it to you, roll Charm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and Fate intervenes.

- It was already nearby.
- It respects the connection and will not deliberately try to hurt you.
- It does not cause significant damage on the way.

○ **Blood of Kha:** Dormant powers sleep in your veins. Once per session, you may permanently swap the values of two of your Stats.

Favored of Owls

○ **Unblinking Stare:** When you spend a long, uncomfortable moment just observing someone, take +1 forward to Read a Person.

○ **Constant Preening:** If you spend a scene endlessly fussing over someone else, they take +1 forward to their next Charm roll.

○ **Swivelneck:** You are at +1 ongoing to detect signs of danger. Your neck may or may not be able to casually rotate 360 degrees.

○ **Shadow of the Huntress:** Each time you make a Risky Proposition to stalk someone, hold 1 on them. When finally you lunge from hiding and make a Move that Deals Harm, you may spend

all your accumulated hold on your target to add +1 Harm each.

○ **Moon Thoughts:** You can communicate with all owls silently, privately, and regardless of distance. Fill a Willpower Star, and for the rest of the scene your travelling companions count as owls.

○ **Crepuscular Sisterhood:** At a moment's notice, the Owls show up to defend their own. At any time during dawn or dusk, you may fill a Willpower Star to declare the Owls have arrived to protect you. They are under Fate's control, but they see you as their kin. The Pack of Owls has 4 armor, 11 health, 7 harm and the Melee, Flying, and Nightvision Tags.

Oathsworn Godhunter

○ **Hearts And Minds:** When you would convince an unaligned group to support you on a crusade, roll Charm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but someone else takes command of the group, and their goals are different from your own.

- They do not zealously fixate on something you said.
- They do not hurt their town, family, or themselves in their fervor.
- They contribute soldiers to your cause. You gain 2 Conscripts or 1 Irregulars until the end of the next battle.
- They contribute financially to your cause. Gain 1 gold or Fealty.
- They remain loyal. You can use Hearts And Minds on them again in the future.

○ **Declaration of Intent:** When you loudly announce that you intend to pursue a specific course of action, you get +1 forward to pursuing that specific course of action.

○ **You're In Here With Me:** When you Open Your Mind to a Power Pool, add to your list of choices

- How can I best hurt this Pool?

- What is the Pool's goal here?

○ **Show of Spite:** When you Seize By Force, add to your list of choices

- You ruin the thing you were struggling over. Now no one can have it.
- You take -1 forward. Your opponent takes -2 forward.

○ **Competitive Sisterhood:** When you signal a worthy target for your sisters, roll Charm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and Fate intervenes.

- They show up in time to help.
- They respond with superior firepower.
- Nearby Gods and priestesses panic.
- No one else notices the signal.
- This will not be used against you politically.
- They do not claim all of the credit for the kill.

○ **Armor of Contempt:** You gain +1 Armor ongoing against anyone who has a negative relationship tag with you. When you Deal Harm to someone, you may fill a Willpower Star to cause them to take a negative relationship tag with you.

Holdfast

Psionic Symbiote

Note: When you take a Move from this Archetype, you automatically gain The Beast at no cost.

○ **The Beast:** Define your companion. Choose a Nature, Nurture, Body, and Mark, then gain The Bond.

- Nature: Sluggish, territorial, unaware, twitchy, fastidious, ravenous, impish, too-intense, prone to hiding, prone to stalking.
- Nurture: Dire, hunting, riding, used to people, scout, sentry, performer, ornamental.
- Body: Locust, scorpion, leech, centipede, worm, slug, beetle, butterfly, maggot, wasp, spider, fly, flea, ant.
- Mark: Mark of the Broodmonger, Mark of the Juggernaut, Mark of the Invader.
- The Bond: You share your Beast's senses and it shares yours.

If someone would Exchange Harm with the Beast, it is the same as Exchanging Harm with you. You can use Melee, Backstab, and En Garde through your Beast. The GM gains the Move: **And The Beast Acts Out.**

○ **Pack Tactics:** When you and your Beast converge on a foe, make a Battle Move and apply bonuses from your Beast's Mark.

- Broodmonger: Add "clear one Health star" to the options you can choose from.
- Juggernaut: Add "target takes -1 Armor ongoing" to the options you can choose from.
- Invader: +1 forward if your Battle Move is Backstab. If your Battle Move is not Backstab, you may roll that move with **Cunning.**

○ **Grubriders:** When you need to get there right now, roll **Cunning**. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and Fate intervenes.

- Your Beast is not exhausted. Broodmongers receive this for free.
- The thing you were worried about hasn't happened yet. Juggernauts receive this for free.

- You are not followed. Invaders receive this for free.
- You get there.
- The scavenging is good on the way. Carry +1 forward.

○ **Eerie Synchronicity:** When you make a Risky Proposition and your Beast is at your side, apply the bonus from your Beast's Mark.

- Broodmonger: On a Success, clear a point of Willpower.
- Juggernaut: +1 Power or Spirit on this roll.
- Invader: +1 Alertness or Charm on this roll.

○ **Shepherd of The Swarm:** Your Beast's children gather around you. Gain a new Unit according to your Mark. If your Unit is ever wiped out, replacements arrive the next time it makes sense in the story.

- Broodmonger: Insect Caretakers. 1 armor, 13 health, 3 harm, Healing
- Juggernaut: Insect Warriors. 3 armor, 7 health, 3 harm, Hardy
- Invader: Insect Skirmishers. 1 armor, 7 health, 5 harm, Stealthy

○ **Head Full Of Alien Thoughts:** When someone tries to influence you—either socially or through mental magic—you can retreat into your Beast's mind. Roll **Cunning**. **S:** You gain a benefit according to your Mark. **T:** You gain a benefit according to your Mark but take -1 forward. **F:** You temporarily forget your identity and Fate intervenes.

- Broodmonger: They make an offer that benefits you.
- Juggernaut: You easily shrug off their efforts and take +1 forward.
- Invader: They believe they have persuaded you and let down their guard.

○ **Variable Markings:** At the start of each session, you may change your Mark. If you have a Unit that is tied to your Mark, the Unit metamorphoses into a new, appropriate form.

Holdfast

Ressurrected Eideticist

○ **Skim History:** When you comb the past of the Five Worlds for answers, roll Spirit. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and Fate intervenes.

- You do not awaken a threat lurking in the Worlds' past.
- The memory is not traumatic, nor does it force you to carry -1 forward.
- Hold 1 and describe your memory. You may spend this hold for a +1 on any Move where your memory could plausibly give you an advantage. You may only spend 1 hold per Move this way.

○ **Dive Into Antiquity:** When you astrally project the group into a person's history, roll Spirit. **S:** hold 3. **T:** hold 2. **F:** hold 1 but fate intervenes either in the projection or in your own time. If you are entering an NPC's history, the GM sets the scene. If you are entering a PC's history, that PC's player sets the scene. You explore the scene as if you were there at the time, with the GM or player narrating what happens as you do. If you run out of Hold, you and anyone who projected with you is returned to your original point in time. At any point during the scene, you can spend 1 hold to do one of the following:

- Declare a detail. The GM or player works with you to incorporate it.
- Avoid danger to your astral body.
- Interfere in what actually happened.

○ **Burn Retros:** If you make a move and dislike the result and happen to have 2 Willpower, you can mark 2 Willpower and 1 Health to fling yourself back before the misake. This returns your time-damaged body with all of its current knowledge to the point just before you made that other Move, allowing you to either roll again or to decide to pursue a different course of action. You may choose to Burn Retros when you have *only* one unmarked Health

Warden of the Many

○ **Emotional Capacity:** You may have up to six Relationships at a time.

○ **Bonded Surety:** At the start of each session, hold X, where X is the number of different Relationships you currently have with gods. Spend to channel the powers of your gods, taking +1 forward on a Basic, Battle, Social, or War Move.

○ **Martyrology:** When you are in a scene with someone you have a Relationship with and that same someone is about to suffer Harm, you may channel the damage into yourself instead. Reduce

star left, but doing so launches your unconscious body backwards through time and Fate intervenes.

○ **Mimeomancy:** When you try to magically manipulate someone's memories, roll Spirit. **S:** Choose 1. **T:** Choose 1 and they know exactly what you did to them. **F:** Your memory-invasion goes wrong, fate intervenes, and they are given a good reason to work against you.

- You implant, alter, or remove the memory of a single event, object, or person.
- You call up past feelings. Give them a Relationship tag with another character.
- You uncover a powerful belief. They tell you what it is and, for the rest of the scene, they take +1 Ongoing when acting on it.

○ **Swirling Memories:** At the start of each session Choose 1. You receive its benefits until the end of the session.

- Memories of Rule: Pick a Unit under your command. It deals +2 Harm so long as it remains under your command.
- Memories of Abundance: When you would receive gold, treasure, or Fealty, add +1 to that amount.
- Memories of Carnage: When you Exchange Harm with someone, you suffer and inflict +2 harm.

○ **Identity Bleed:** Your history is alive inside of you. When you try to tap into the skills and memories of your other self, roll Spirit. **S:** Choose 1. **T:** Choose 1 and take -1 Forward. **F:** Fate Intervenes and your other self fights you for control.

- Pick a Move you do not have. You may use it once, right now.
- You harvest some of your other self's most relevant memories. For the rest of the scene, everyone else is at +1 to Seek Council with you.
- Some of your exhaustion is absorbed by your other self. Clear 1 Willpower Star.

the Harm they are about to take by any amount, then suffer that amount Past Armor.

○ **Turn The Other Cheek:** When you would Exchange Harm, you may choose to forgo Dealing Harm. If you do, Fate intervenes against the person or thing that hurt you.

○ **Divine Aegis:** When you use En Garde, you and your allies take -1 Harm from attacks.

○ **Infused With Divinity:** When you call on a god to bolster your strikes, you can spend 2 Willpower to treat one Attribute as being 1 point higher for the rest of the scene.