

INVENTORY

Items take up slots equal to their *load*. If *burdensome*, they must go in a BURDENED slot.

CARRIED (in your hands)

HANDY (can be drawn/retrieved quickly)

ENCUMBERED

BURDENED*

WORN (on your torso, more or less)

ENCUMBERED

BURDENED*

BURDENED*

PACK (if you have one; takes time to retrieve)

ENCUMBERED

BURDENED*

BURDENED*

BURDENED*

BONDS

Write a bond with each PC, plus 2 NPCs from your backstory. Use one of these example bonds or make up your own.

- I foresee great things in ___'s future. I must stay close.
- ___ is useful to me. I must keep them under control.
- ___ is my long-dead lover reborn. We are meant to be!
- ___ does not respect me. I will show them.
- ___ once saved my life. The scales must be balanced.
- [An experience with, opinion of, or statement of fact about ___]. [Your intent towards and/or feelings about them.]

GEAR (0-load items)

WEALTH

OTHER RESOURCES (not carried)

*If any of these are filled, mark the BURDENED condition.

ADVANCEMENTS

To mark a new advancement, spend XP equal to 10 + your current number of advancements. Mark each when you take it; you can't take the same one twice.

Each time you mark an advancement, you can rewrite one of your traits.

- +1 to any stat and gain an extra trait for that stat
- +1 to any stat and gain an extra trait for that stat
- +1 to any stat and gain an extra trait for that stat
- Take an extra KEY
- Get access to an additional magic move
- Take another SORCERER MOVE
- Take another SORCERER MOVE
- Take a move from another playbook
- Take a move from another playbook
- Gain an apprentice (a FOLLOWER) and pull rank

After your 5th advance, you can also choose these:

- Retire to safety
- Create a second character & play that one too
- Change playbooks
- Gain a DESTINY move

XP:

THE SORCERER

I AM CALLED: _____

A sorcerer knows the power of true names and goes to great length to hide theirs. For your pseudonym, pick a normal name and change a letter or two, an impressive word or phrase and add "-er," or a formal title and add an adjective. *e.g. Kavid, Yllison, Ameister, Halana, Thunderer, Weaver, Kingmaker, The Red Lady, The All Seer, The Prince of Three*

For your true name, browse the other playbooks for ideas. Make note of it somewhere, but keep it secret. Keep it safe.

MY GENDER male female ambiguous transgressing concealed

I APPEAR TO BE... still a youth in my prime a respectable age bent with the weight of years

MY SKIN IS... alabaster amber honey jaundiced pallid sable sallow tawny

AND MY HAIR IS... a distinguished gray a shocking white greasy & unkempt long and flowing shaved clean

I ADORN MYSELF WITH... arcane symbols elegance and finery foreign or outdated robes henna, tattoos, piercings

BUT MY MOST MEMORABLE FEATURE IS... how the light plays around me my knowing gaze my sonorous voice that grinding feeling at the back of your teeth while in my presence the aura of power rolling off me

BACKSTORY *You are a...(pick 1)*

SEEKER: start with 1d6 Wealth, 1d6-1 Supplies, a satchel, a belt & pouches, a walking staff, and travelling robes.

What are you seeking? (pick 1)

- an ancient artifact, recently unearthed
- a great evil, long contained but now free
- a font of power, whispered of only in legend
- the one spoken of in prophecy
- the means of releasing ___, long bound and suffering
- a primal spirit of unchecked growth and abundance
- a tome of forbidden and dangerous lore

Why do you seek it? (pick 1)

- to bind it to your service
- because it holds the secret to your heart's desire
- to put it down before it does more harm
- to guide it to its glorious purpose
- at the whim of your liege, whose word is law

Choose your assets: (pick 2)

- a willing spirit, pledge to aid you in finding it
- a simple divination to lead you towards it
- an amulet that your protects you fully from its power
- a writ of authority, legitimately obtained or not
- an intelligent & magical steed, serving you for its own purposes

RECLUSE: Start with 1d6 Wealth, 1d6 Supplies on hand, 2d6 esoteric materials, a satchel, and a fine dagger.

Your sanctum features... (pick 4)

- a number of minor spirits who serve you willingly
- a binding circle, perfectly crafted
- layers of magic defenses & cunning traps
- a oubliette, hidden from and impenetrable to any mystic force
- a pair of powerful spirits, bound against their will
- an extensive library, with topics esoteric & mundane
- an arsenal of strange items for facing all manner of spirits

But what are you hiding there? (pick 1)

- a spring that heals but only at a great price
- the buried ruins of a fallen people
- the egg or young of a fantastic creature, long thought extinct
- a breach in the veil between worlds, barely contained
- a mighty weapon from ages past, inert and still a mystery to you

And who keeps seeking you out? (pick 1-2)

- local peasants begging for petty favors
- nobles or their agents, desiring a miracle
- the mentally unbalanced, drawn to the thing you are hiding
- other mystics & scholars, a shady lot, seeking to learn from you
- thrice-damned adventurers and self-righteous do-gooders

PERSON OF SOME IMPORT: start with 3d6 Wealth, 1d6 esoteric materials, a well-appointed abode, and any reasonable mundane items that you might desire.

From whence does your influence come? (pick 1)

- fear of your power and a dire reputation
- a magisterial post, appointed by the emperor
- your position in a powerful institution or noble's house
- your control of an important stronghold or plot of land
- a carefully cultivated collection of favors and blackmail

In addition to your influence, you have... (pick 2)

- a secret lair, well hidden and defended
- a number of spies and informants
- a record of almost every local's true name
- an arcane connection to most of the region's notables
- a familiar spirit, bound to your service and mostly tamed

What enemies have you made? (pick 3-4)

- a popular general with an army at his back
- a powerful spirit, worshipped by some as a god
- the high priest of a local temple
- a powerful & wealthy noble
- a rabble rouser and his mob
- a ruthless criminal
- an order self-avowed do-gooders
- a rival witch or wizard

STATS (start with Clever and Steady ; add 2 more s as you see fit)

Mark a stat box to...

...add +1 to a one of these moves...

...or ask one of these questions and take +1 forward to act on the answer.

CLEVER

- Observe
- Overcome by puzzling it out
- Pursue by following their trail
- Get answers via research or recall

- what here is out of place?
- what here is useful/valuable to me?
- what's about to happen?

DANGEROUS

- Manipulate with threats of violence
- Assault
- Fight

- who or what is the biggest threat?
- how is ___ vulnerable?

PHYSICAL

- Evade a physical threat
- Resist an assault on your body
- Overcome a physical obstacle
- Pursue by chasing them down

- where is ___ relative to me?
- what's the best way in/out/around/through?

SOCIAL

- Observe people or groups
- Manipulate via persuasion or guile
- Evade inquiry or suspicion
- Get Answers by asking around

- what does ___ want?
- what is ___ really feeling?
- who's really in control here?

STEADY

- Assault with an *aimed* weapon
- Resist
- Overcome a condition or spell
- Take a Risk

- what just happened here?
- what (else) should I be on the lookout for?

SORCERER MOVES (get Sorcery plus 1 more sorcerer move or 1 background move)

SORCERY - You can use Abjuration, Summoning, and Warding.

- 1,001 NAMES** - When you first encounter an important spirit in play, roll 2d6+Clever. On a hit, you know its true name. On a 7-9, tell the GM what you sacrificed to learn it.
- A MIGHTY NAME** - You can use High Magick and Malfeasance, but only if you invoke your true name in the casting.
- MESMERISM** - You can use Enchantment. Also, you get +1 to Manipulate an NPC if they look into your eyes.
- PROTECTIVE TALISMANS** - When you prepare your various amulets and charms, get 2 until the next sunset: +1 Armor vs. physical harm // +2 Armor vs. a specific physical source // +3 Armor vs. spirits & magic // **Inflict Harm** on any that trigger your defenses // immunity to mental influence // shielding from divination
- SPIRIT WALKING** - When you leave your body behind, vulnerable and insensate, hold 3 *tether*. Spend 1 *tether* to: use *farseeing* // posses and animate a corpse or unconscious creature // manifest yourself in the mortal world or in the dreams of another // get +1 against another spirit // return to your body no matter the distance.
- SUBTLE INFLUENCE** - Draw a next to each of your keys; mark one in lieu of a stat or trait to **Help** or **Hinder**. When you do, you are untouched by any immediate consequences.
- THE SIGHT** - Your eyes pierce the veil. You can always ask the GM "What spirits or lingering magic are present?"
- _____

TRAITS (pick 1 trait per box in each stat)

Mark a trait to add +1 to a relevant roll, but only if everyone at the table agrees the trait applies.

- Ancient Secrets, Brilliant Mind, Intuitive, Long-Lived, Memory Palace, Nitpicky, Quick
- Thinking, Steeped in Lore, Sees Every Angle, Subtle, Unfettered by Rational Thought
- Cold, Has Dealt With Far Worse, No Regard for Others, Knows Where It Hurts, Remorseless, Sadistic, Smells Fear, Survivor, Terrible Wrath, Unpredictable, Vengeful, Vicious
- Ageless, Hale & Hardy, Inured to Excess, Like a Cockroach, Lusty, Slippery, Spry, Tougher Than I Look, Vigorous
- Air of Mystery, Charismatic, Compelling, Eye for Human Frailty, Imperious, Manipulative, Piercing Eyes, Soothing Voice, Regal, Timeless Beauty, Unearthly Presence
- Ambitious, Calm, Careful, Disciplined, Driven, Iron Will, Jaded, Mind Over Matter, Precise, Prepared, Seen it All, Single-Minded, Stares Demons in the Face, Unflappable

KEYS (pick 2)

The first time you hit a key in a scene, mark 1 XP or unmark one from a stat or trait.

- AUTHORITY** - an NPC acknowledges you as in charge
- COUNCIL** - an NPC acts on your advice
- CUNNING** - take advantage of a ploy you set up earlier
- DISCOVERY** - find something that was hidden or lost
- ECCENTRIC** - your strange behavior alienates an NPC
- ENIGMA** - deflect or evade an inquiry into your doings
- PEDANTRY** - demonstrate your superior knowledge
- OBEISANCE** - an NPC begs or grovels before you
- WONDER** - expose someone to beauty, majesty, or awe
- _____
- _____

INFLECT HARM

When you inflict harm, roll 3d6. If you inflicted harm...
 - Via magic or spiritual aid, take the best die
 - In self defense, take the middle die
 - As a result of crude violence, take the worst die

HARM & CONDITIONS

When you suffer harm, the GM tells you how much and describes it, along with the effects of any tags (e.g. *forceful*). Subtract your Armor, if any.



You can reduce the harm by 1 by picking one of these. If you want, you can ask the GM to pick one as well.

- Lose your footing or position
- Lose your grip
- Something on your person breaks
- You're out of it for a moment
- Tap Steady or a fitting quality
- Mark a condition (other than *burdened*):

- MISERABLE**
- FURIOUS**
- CONFUSED**
- SCARED**
- EXHAUSTED**
- BURDENED**

Whatever harm is left, mark that number of boxes:

ROUGHED UP

OUT OF THE ACTION

- WOUNDED***
- MAIMED***
- DYING***
- DEAD**

* Describe the injury below with a next to it. Mark the box when it's stabilized, cross it off when it heals.

