

NAME


Names: Haddock, Vance, Jack, Faber, Thatch, Waldinn, Ahab, Mal, Sparrow, Organa, Rose, Victoria, Nami, Marika, Serenity, Cyrus

LOOK


Wary Eyes, Adventurous Eyes, or Eye Patch
Replaced Hand, Replaced Leg, or Shoulder-Perched Pet
Grizzled Body, Lean Body, or Overweight Body
Official Suit, Patched Together Outfit, or Regal Attire

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


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 8+CONSTITUTION

DRIVE

What drives you to explore the world? Choose one:

- ☐ RESPONSIBILITY AND RESPECT
Put yourself at risk to protect your ship or your crew
- ☐ MONEY AND FORTUNE
Endanger yourself or your ship for the sake of riches
- ☐ A LIFE OF ADVENTURE
Take reckless and sudden action that puts an ally in danger

STARTING MOVES

SAIL THE SKIES

You have an airship with a capable crew, capable of sailing the skies to anywhere you care to go. Your ship has a Control of +0, 3 Stress points, and cannons (2d6 damage, far, near vs. other ships). **When your ship takes 10 or more damage from a single hit**, your ship takes one Stress. Your ship entirely ignores hits that deal less than that. **When you mark the last point of Stress on your ship**, it is no longer able to fly. **When you want to repair your ship**, you'll need to spend some downtime and 50 coin per Stress point repaired.

When a player or crewman needs to make a roll using the ship, roll + Control in place of any stat you would normally roll for the move. For example, a player firing the cannons would use the Volley move and roll +Control instead of +DEX. **When a player with a Wisdom of 16 or higher rolls +Control**, they take +1. **When anyone deals damage with the cannons**, they deal the cannon's damage instead of their damage.

Choose two of the following enhancements for your ship:

- ☐ Agile: Increase your Control by +1.
- ☐ Capable Crew: **When your crew helps a player out**, that player takes +1. Your crew can help one player at a time, or two players at a time while on the ship.
- ☐ Combat Ready: Your cannons deal +1d6 damage.
- ☐ Fast: Increase your Control by +1.
- ☐ Luxurious: When you would gain 1-Trade from Captain's Share, gain 1d4 Trade instead
- ☐ Sturdy: Your ship has 1 more Stress point.
- ☐ Tank: Your ship has 2 more Stress points, but decrease your Control by -1.

CHART THE COURSE (WIS)

When you plan a route, roll +WIS. **On a 10+**, hold 3 Map. **On a 7-9**, hold 2 Map. **On a 6-**, hold 1 Map, but when you spend it the GM will add a complication. **When you make it through**, lose all held Map. You can spend one Map at any time to choose one:

- Reveal a shortcut or detour
- Point out a safe spot, either to rest, hide in, or travel through
- Spout Lore about an expected hazard as if you rolled a 10+

CAPTAIN'S SHARE

When you spend some downtime in a populated area meeting with local merchants and nobles, gain 1-Trade. You can spend 1-Trade in any populated area except the one you got it from to gain one of the following benefits:

- Make the Carouse move, and take +CHA to the roll
- Fully supply your ship. Unmark all Stress, gain 3-ammo for the cannons, and gain a few months' worth of rations for the crew
- Try to sell it - you get an offer for 3d6x10 coin. You may take or decline the offer, but if you decline, you won't get a better offer in this area

MAP:

You begin the first session with 1-Map and 1-Trade.

TRADE:

BACKGROUND

Choose any race, and then choose your background as a captain:

- ☐ IMPERIAL
You have connections with the military of a certain nation. **When you Recruit in a military outpost or base**, take +1, and hirelings gained this way have a cost of "Blind Patriotism."
- ☐ MERCHANT
When dealing with someone who values money, you can spend 1-trade in place of rolling Parley. **When you do**, you gain leverage and take the 10+ result for Parley.
- ☐ PIRATE
Your ship is renowned as a terror of the skies. **You never need to make the Outstanding Warrants move** - local officials are too terrified of you to try anything, and everyone has already heard of you and your deeds.

BONDS

Fill in the name of one of your companions in at least one:

_____ is my first mate.
_____ has much to learn about life on the open sky.
I wouldn't be here today if it weren't for _____.
_____ hasn't earned the respect of my crew.

YOUR SHIP

Name: _____

Control: _____

Cannon Damage: _____ Ammo: _____

Stress: ☐ ☐ ☐ ☐ ☐ ☐

THE CAPTAIN

LEVEL _____
XP _____

Your Load is 7 + STR. You start with as many rations as you need (5 uses per 1 weight), captain's leathers (1 armor, 1 weight), your airship, 5 ammo for the cannons, and 4d6 coin.

Choose your weapon:

- ☐ A looted cutlass (close, 1 weight)
- ☐ An officer's rapier (close, precise, 1 weight)
- ☐ A wicked hook (hand, piercing 1, 1 weight)

Choose two:

- ☐ Throwing knives (near, thrown, 1 weight), 3 ammo
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Poultices and herbs (2 uses, slow, 0 weight)
- ☐ Flintlock pistol (reach, near, +1 damage, reload, 1 weight) with ammo bag (3 ammo, 1 weight)

Advanced Moves

When you gain a level from 2-5, choose from these moves.

☐ DISCERNING DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +WIS or improves your senses.

☐ GOING MERRY

Your crew has the skills and know-how to repair your ship, although there is only so much they can do without funding. **When you Make Camp while your ship has marked Stress**, your crew will (poorly) repair it for you - half-remove one full mark of Stress. The crew cannot remove a half-mark of Stress, only full marks. **When your ship has half-marks of Stress**, it only needs to take 6 damage from a single hit to take a mark of Stress. You fully mark half-marks of Stress before you mark full ones.

Unmarked: ☐ Half-Marked: ☒ Marked: ☒

☐ HELL AND THUNDER

Add the following enhancement options to your ship, and gain one of them:

- ☐ Black Iron Cannonballs - Your cannons' base damage becomes 2d10
- ☐ Buster Salvo - Your cannons gain the Area tag
- ☐ Dragonfire Cannons - Your cannons gain the Elemental (Fire) tag

☐ LIFE OF THE PARTY

When you Carouse, on a 12+ choose as many options as you like. People will talk about this party for years to come, and you've become a local celebrity.

☐ RENOVATIONS

Choose two more enhancements for your ship. Add the following option to the Captain's Share move:

- Replace one existing enhancement on your ship with a different one

☐ RIDE OF THE VALKYRIES

When you make a big show out of showing up at the last moment to save the day, you and everyone assisting you takes +1 forward.

☐ SWASHBUCKLING (WIS)

When you improvise a daring plan as you go, roll +WIS. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a 6-**, hold 1, but the GM also holds 1 for an enemy to use. Spend 1-hold at any time to:

- Leap around, over, or through an obstacle in your path
- Create an obstacle or distraction an enemy has to deal with
- Divert attention from yourself to an ally, or from an ally to yourself

☐ TAKE CHARGE (CHA)

When you rein in a group of miscreants, roll +CHA. **On a 10+**, they calm down and do what you tell them to. **On a 7-9**, they'll either calm down but don't do what you say, or do what you say while remaining agitated, GM's choice. **On a 6-**, you have a mutiny on your hands.

☐ THE ROAD LESS TRAVELED

When you make it through a difficult route, the route remembers you. **When you make your return trip**, natural hazards and threats will not bother you or those who travel with you.

☐ THE SPOILS OF WAR

When you win a great victory against a city or a person with wealth, gain 1d4-1 Trade. **If you don't gain any Trade this way**, you find a treasure map! **When you follow the map to completion**, you find 1d4-Trade worth of goods.

CURRENT LOAD

☐ TREASURE HUNTER

When in the pursuit of a treasure, gain 1-Payoff each time you suffer a major setback or someone beats you to it. **When you finally get your hands on that treasure**, spend all of your Payoff. For each Payoff spent, gain one:

- 1d4 Trade
- A really cool unique item
- A treasure map
- As much mundane gear as you want
- A moment of sweet revenge or irony

PAYOFF:

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ BIG DAMN HEROES

When it is dramatically appropriate, your crew will pilot the ship to rescue you in a tight spot, up to and including operating the cannons if need be.

☐ CAPTAIN'S WORD (CHA)

Requires: Take Charge

When you give an order to non-hostile NPCs, roll +CHA. **On a 10+**, they obey you to the best of their ability before they can even think about it. **On a 7-9**, the GM chooses one:

- They do it, but not very well or exactly how you wanted
- They offer you something they think you want
- They stop whatever they were doing to turn their attention to you

☐ DISCERNING INITIATE

Requires: Discerning Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +WIS or improves your senses.

☐ KLABAUTERMANN

Your ship has gained a guardian spirit. This spirit is an NPC with Priest +2, Protector +2, Loyalty +2, and Cost: Protect the Ship. It will only listen to the orders of The Captain. The spirit will never leave the ship, and it can pilot the entire ship by itself if need be. **If it is killed while the ship is still intact**, it comes back to life at dawn.

☐ LEGENDARY SHIP

Requires: Renovations OR Hell and Thunder

Add the following enhancement options to your ship, and gain one of them:

- ☐ Ghost Ship: your ship has a constant aura of dark fog, which does not hinder your own ability navigate. Pursuers will always lose track of your ship.
- ☐ Opulent Ship: your ship is lavish with silks, jewels, and gold. **When you gain Trade**, gain twice as much Trade.
- ☐ Storm Ship: your ship runs on electricity and shoots bolts of lightning. Your cannons gain the Elemental (Electric) and Ignores Armor tags.

☐ THE MASTER OF THE SHIP

When you are at the helm of your own ship, it has +1 Maneuverability and both you and your ship take 2 less damage from all attacks. The Piercing and Ignores Armor tags do not get around this damage reduction.

☐ WELCOME TO THE CREW

When you spend some downtime in a populated area, gain up to two hirelings, each with a skill of your choice.

☐ WELL SUPPLIED

When you Make Camp on your ship, you and your allies can restock up to 3 uses of rations, bandages, adventuring gear or ammo (each player chooses one).

NAME


LOOK

Names: Halwyr, Solaire, Avon, Phiros, Tyrell, Hohenheim, Icarus, Dormin, Byakuren, Lilliastre, Din, Gwyndolin, Porissa, Fina, Aldara, Shou, Ysolde


Glowing Eyes, Glowing Palms, or Glowing Blood
Styled Hair, Hooded Head, or Pointed Hat
Worn Robes, Stylish Robes, or Practical Tunic
Shimmering Skin, Tattooed Skin, or Unblemished Skin

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


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS
4 + CONSTITUTION

DRIVES

What drives you to bring light to the darkness? Choose one:

- ☐ EMISSARY OF LIGHT
Ease the suffering of a person or place
- ☐ ENEMY OF DARKNESS
Take steps to destroy a place or creature of the shadows
- ☐ REVEALER OF TRUTH
Discover a hidden truth and reveal it

SOURCE OF LIGHT

Choose any race, then choose how you got your little light:

- ☐ GIFT FROM GOD
Sola gave his light to you personally, blessing your little light with excessive energy. Your Arrows of Light have Piercing 3, and your Shield of Light will still protect you while you lend it out.
- ☐ HAND-ME-DOWN
Your mentor passed his light on to you, and you've learned some tricks to make it behave. **When you Reveal the Way to your little light**, you always take the 10+ result.
- ☐ STOLEN PROPERTY
You stole your light, ripped right from Sola himself, and your little light learned from your example. Your little light is able to lift anything up to 1-weight, and will frequently pick things up to store in your pack.

BONDS

Fill in the name of one of your companions in at least one:

_____ was with me when I met Sola for the first time.

I must show the truths of the world to _____.

I don't think _____ is as fond of the light as I am.

_____ knows the secret I've been hiding.

_____ shines so bright that they hardly need me to
light the path for them.

STARTING MOVES

YOUR LITTLE LIGHT

You carry a piece of the great god Sola with you at all times. This glowing ball of light will generally float about wherever it wants, although it sticks around you and rests in a lantern you carry. It will usually obey your commands, but it is quite fickle and may require some convincing. Your little light cannot speak, but it can communicate to you by changing colors and point things out using beams of light. It will always provide light for you. Your little light cannot physically touch anything, and it cannot be harmed in any way.

Name your Little Light: _____

Examples: Luna, Mote, Navi, Reun, Solpiece, Tatltal, Willow

LIGHT WEAPONRY

When you command your little light to change its form, choose a form from below and it will take on that form until it thinks you need another one more. **When you roll a 6- while your little light is in one of these forms**, it reverts back to its harmless form and refuses to change back for a short while.

- **Arrows of Light:** Near, Piercing 2. **When you would spend Ammo with this weapon**, instead reduce the Piercing value by 1 until the next time you Make Camp.
- **Shield of Light:** Armor +1. You can lend this armor bonus to anyone within Reach.

BEND LIGHT (CHA)

When you convince natural lights to bend to your will, choose one and roll +CHA. **On a 10+**, the chosen effect works perfectly. **On a 7-9**, it works, but the light is fickle and the effect will not last long - you'll need to hurry to take advantage of it. **On a 6-**, the light is sick of being bossed around - the GM chooses one from the list and uses it against you!

- You command the light to attack - temporarily blind or stun a group within Near range
- You calm the light until it stays still - create a wall of light that blocks off one passageway
- You praise the light until it draws close - fill an area with light
- You terrify the light until it flees - shroud an area in darkness

REVEAL THE WAY (CHA)

When you show a non-hostile NPC their best course of action, roll +CHA. **On a 10+**, they will take that course of action, although they will take it in the way that benefits them most. **On a 7-9**, they aren't sure it's something they want to do, but you have their ear now - you gain leverage over them.

When another player comes to you seeking advice, tell them what you think is their best course of action. **If they act on your advice**, they take +1 forward. At the end of the session, **if at least one player who acted on your advice actually benefitted from it in the end**, you mark XP.



THE LANTERN

LEVEL
XP

*When a player takes the Light Weaponry move using a multiclass move, they also gain the Your Little Light move.

Your Load is 6 + STR. You start with dungeon rations (5 uses, 1 weight) and the lantern that your little light lives in (1 weight).

Choose your defense:

- ☐ Lightweave armor (1 armor, 1 weight)
- ☐ Hooked quarterstaff (close, two hands, 1 weight), which your lantern can be mounted on

Choose one:

- ☐ One healing potion
- ☐ Three antitoxins
- ☐ Bag of books (5 uses, 2 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ BEACON OF INSPIRATION

When you Reveal the Way and get a 12+, the NPC will immediately go ahead and do exactly what you told them to, trusting you completely and entirely. **If it ends up working out well for them,** they will thank you to the best of their ability when they can.

☐ FIST OF DAWN

Add the following form to the Light Weaponry move:

• **Fist of Dawn:** Hand, No Damage, Forceful. This weapon does not deal damage, but instead sends things flying away on a beam of light. **When you would normally deal damage with this weapon,** instead choose a spot within Near range for your target to land in. You can also use this weapon to Volley with anything you can lift. **When you do,** replace its normal tags with the Near and Thrown tags.

☐ HEALING LIGHT (INT)

When you stitch sunlight into a wound, roll +INT. **On a 7+,** they heal 1d8 HP. **On a 10+,** they are filled with energy, taking +1 forward. **On a 6-,** the sunlight is uncooperative - they take -1 forward from the searing pain.

☐ ILLUMINATED WARRIOR

You can have your little light take on the form of two of your Light Weaponry forms at the same time. You can lend out one of these forms to an ally, or you can wield them both simultaneously.

☐ LIGHT OF REVELATION

Add the following options to the Bend Light move:

- You commit the light to tell the truth - reveal the truth behind illusions, enchantments, and invisible things in the area
- You ask the light to show you something - reveal a secret in this area

☐ MAGICAL DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

☐ RAINBOW ROAD

Add the following option to the Bend Light move:

- You convince the light to let you through - create a bridge to a location within Near range

☐ TRUTH TO POWER

When you Spout Lore and get a 7+, take +1 forward when acting on the information you gained.

☐ TWILIGHT BLADE

Add the following form to the Light Weaponry move:

- **Twilight Blade:** Close, Ignores Armor, Precise. This weapon will cut cleanly through anything - armor, stone, metal, water, anything. **When you deal damage with this weapon,** you may physically remove something from your target - something worn, something held, or some small part of them.

☐ WILL O' THE WISP (CHA)

When you use your little light as bait, roll +CHA. **On a 7+,** lure a single creature within Near range towards your little light. Your little light can string it along as far as you want it to. **On a 10+,** it doesn't bring any friends with it, and no one knows where it went.

CURRENT LOAD

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ A LIGHT IN THE DARKNESS

When you stand firm against an approaching threat and don't back down, you and each ally who backs you up takes +1 forward.

☐ ARCHON

Your little light has learned how to fight on its own, as long as you are there to direct it. **As long as you can see your little light,** you can Hack & Slash with your Light Weaponry as if you were standing in its location. **If your little light takes damage while doing so,** it reverts to its harmless form to recover for a short while.

☐ DAWN'S CAGE

Requires: Fist of Dawn

When you would deal damage with your Fist of Dawn, after moving the target, you may encase them in an inescapable prison of light. **When you do,** your little light makes up the cage, and you cannot use it for anything until you free your prisoner.

☐ EVANESCENCE

Add the following option to the Bend Light move:

- You warn the light away from something or someone, rendering it invisible

☐ LIGHT OF REBIRTH (INT)

Requires: Healing Light

When you stitch sunlight into a soul, roll +INT. **On a 7+,** remove a debility or condition from the target, or replace a missing limb with one made of solid light. **On a 10+,** they also heal 1d8 HP. **On a 6-,** the brilliant energy of the sun burns their soul.

☐ MAGICAL INITIATE

Requires: Magical Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

☐ MIRROR SHIELD

When you block damage with your Shield of Light, deal 1d6 damage that ignores armor to the source of the damage.

☐ SOLA'S SPEAKER

When you roll a 12+ on Bend Light, the lights take a liking to you. **Until you leave the current area or you do something to upset the lights,** take the 10+ result whenever you use the Bend Light move.

☐ SOLAR AURA

Add the following form to the Light Weaponry move:

- **Solar Aura:** In this form, you are surrounded by an aura of light, sealing everything within Reach inside of it. Nothing outside of the aura may enter it by any means. **When someone inside the aura leaves the aura or attacks something outside of it,** your little light immediately reverts back to its harmless form.

☐ TWILIGHT RECKONING

Requires: Twilight Blade

When you deal damage to a surprised, defenseless, or damaged enemy with your Twilight Blade, you may sever anything from the target - their life, their limb, their title, their relationship with someone, their most prized possession, their thoughts on a topic, anything. **If you do,** deal no damage.

NAME


Names: Coop, Rundas, Cave, Maxwell, Prime, Gendo, Simon, Seamus, Cid, Rei, Kiva, Samus, Edward, Lain, Mao, Marina, Alpha
Suit Names: Gigas XRL, Model No. 319, Gorbo, Exelsior, Aurora Unit, Hot Shot, a Noun-Verb combination (Manmelter, Lightbringer, Worldwalker)

LOOK


Curious Eyes, Mad Eyes, or Goggles
 Heavy Tunic, Jumpsuit, or Sleeveless Apron
 Burnt Skin, Grease-stained Skin, or Wrapped Skin
 Pudgy Body, Lanky Body, or Small Body

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


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 6+CONSTITUTION

DRIVE

What drives you to build machinery? Choose one:

- ☐ **INVENTION AND INGENUITY**
Use a device or machine in a way it was not meant to be used
- ☐ **TO SAVE THE DAY**
Dive into danger to protect someone or something important
- ☐ **UNFETTERED MAYHEM**
Cause great collateral damage and don't even care

STARTING MOVES

MECHANICAL SUIT (INT)

You have a mechanical suit, unique to you, that only you can operate - describe it. Other suits exist, but none of them quite like yours. **When you wear your Mecha Suit**, you have 1 armor, and can use the suit as a weapon with a range of Close. **When you Hack & Slash in your suit**, roll +INT instead of +STR.

Your suit is equipped with a variety of unique equipment. **Pick one from each list:**

Choose your suit's Primary Weapon:

- ☐ **Artillery Strike:** Far, Area, Indirect, 1 ammo. **When you Make Camp**, restock 1-ammo.
- ☐ **Full Arsenal:** Close. **When you attack with this weapon**, choose a tag to add to it: Hand, Reach, +1 damage, Forceful, Messy, or Stun.
- ☐ **Energy Cannon:** Near, Piercing 2, 2 ammo. **When you Make Camp**, restock 2-ammo.
- ☐ **Rocket Fist:** Reach, Near, Forceful. It can be used to grab things; returns to you after use.

Choose your suit's Movement Method:

- ☐ **Arachnoid:** Move along walls and ceilings just as well as you would the floor.
- ☐ **Glider:** You can't fly, but you can fall any distance safely, and control where you land.
- ☐ **Rockets:** Run along the ground at incredible speeds, and take long horizontal leaps.
- ☐ **Jumper:** Jump incredible heights, and take no damage from controlled falls.

Choose your suit's Advanced Systems:

- ☐ **Aiming Systems:** **When you Volley in your suit**, roll +INT instead of +DEX.
- ☐ **Covered Cockpit:** **When in your suit**, you have 2 armor instead of 1.
- ☐ **Sensors:** **When you Discern Realities in your suit**, ask one additional question, even on a 6-.
- ☐ **Shields:** **When you Defend in your suit**, gain 1 additional hold, even on a 6-.

HOLD TOGETHER

When you would take damage while you are in your suit, you may negate that damage by marking stress on your suit. Mark one of the following when you do so:

- ☐ **Damaged:** Your Movement Methods are disabled. The suit can still walk normally.
- ☐ **Disabled:** Your Advanced Systems are disabled. Their bonuses do not apply.
- ☐ **Disarmed:** Your Primary Weapons are disabled. The suit itself can still be used as a Close weapon.

When you Make Camp, you may unmark one stress to your suit. **When all three boxes are marked**, your suit is completely destroyed, and it will take a week to rebuild.

LET ME SEE THAT

When you take a few moments to handle or examine something interesting, ask the GM two of the following questions. The GM must answer truthfully.

- What does this do? • Who made this?
- What's wrong with this, and how might I fix it?
- What has been done most recently with this, or to this?

SPECIALIZATION

Choose any race, and then choose your specialization:

- ☐ **ENGINEERING**
Your suit is loaded with redundant systems, and it can take a beating. Add this mark to the Hold Together move:
 - ☐ **Dinged:** You take no penalty for marking this.
- ☐ **PHYSICS**
Your suit was assembled in such a way as to take advantage of the inherent weirdness of Inverse physics. Add the following Movement Method to your suit, in addition to whatever else you pick:
 - ☐ **Cloudwalker:** You can fly through clouds and rain
- ☐ **RESEARCH AND DEVELOPMENT**
Your suit is loaded with as much tech as you could fit on it. Choose one additional option for your Mecha Suit, from any one of the lists.
- ☐ **THEORY AND ANALYSIS**
You are particularly curious and thorough about analyzing anything put in front of you. **When you use Let Me See That**, ask three questions instead of two.

BONDS

Fill in the name of one of your companions in at least one:

I let _____ pilot my suit once. Never again.
 _____ keeps dinging up my paint job.
 _____ helped me put my suit back together.
 _____ is my personal assistant.



THE MECHANIC

LEVEL _____
 XP _____

Your Load is 10 + STR. You start with dungeon rations (5 uses, 1 weight), your mecha suit (8 weight, 0 weight while worn), a toolkit (1 weight), and a big wrench (hand, 1 weight).

Choose two:

- ☐ Protective clothing (1 armor, 1 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Bag of books (5 uses, 2 weight)
- ☐ Bandages (3 uses, slow, 0 weight)
- ☐ 13 coin

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

☐ AUTOMATON

Your suit has an AI of your own devising. It now operates without anyone inside of it, and it will follow your orders without question.

☐ BACKUP WEAPON

You've created a magitech gun of your own design. It has the tags Near, Piercing 2, and 2-ammo. **When you Make Camp**, restock 2-ammo.

☐ BATTLE TECH

Add the following Advanced System options to your suit, then choose an Advanced System to add to your Mechanical Suit.

- ☐ Arc-Current Field: Your melee attacks gain Elemental (Electric)
- ☐ Fold-Space Drive - You can mark 1-damage to your suit to teleport to anywhere within Near range.

☐ DON'T SCRATCH THE PAINT

When you mark damage on your suit, take +1 forward against the cause of the damage.

☐ EJECT BUTTON (INT)

When you suddenly really don't want to be in your suit, choose a spot within Near range to escape to and roll +INT. **On a 10+**, choose up to three. **On a 7-9**, choose two:

- You're there in an instant - nothing near your suit can react
- There's nothing dangerous waiting for you at your destination
- Something on your suit explodes - mark 1-damage and deal your damage to everything within Reach of your suit
- Your ejection seat slams into an enemy between your suit and your destination - deal your damage to them

☐ FIRE EVERYTHING

When an enemy is really starting to piss you off, your suit's weapons deal +1d6 damage against them.

☐ GRAVITY SUIT

Your suit can survive a fall from any height without issue, and it can move at full normal speed through anything that would slow it down.

☐ JURY-RIG (INT)

When you quickly fix, repurpose, or fabricate a device on the spot, describe what you're doing with it and roll +INT. **On a 10+**, it'll hold together just as long as you need it to. **On a 7-9**, choose one:

- It'll work, but not for long. You'll need to hurry to take advantage of it
- It works, but there's a weird quirk or complication to it

☐ MECHANICAL DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is related to science, technology, or knowledge.

☐ MOBILE SUIT

Add the following Movement Method options to your suit, then choose a Movement Method to add to your Mechanical Suit.

- ☐ Giant Drill - Close, Messy. You can burrow through rock and stone.
- ☐ Amphibious - You can breathe and swim underwater perfectly.
- ☐ Zero G - You can breathe in and fly through space perfectly.

CURRENT LOAD

☐ QUICK REPAIRS (INT)

When you spend about an hour patching up your suit or the Captain's ship, roll +INT. **On a 7+**, unmark 1 stress. **On a 7-9**, the repair is temporary, and you will need to mark that stress again later - the GM will tell you when.

☐ WAR MACHINE

Add the following Primary Weapon options to your suit, then choose a Primary Weapon to add to your Mechanical Suit.

- ☐ Flamethrower: Reach, Ignores Armor, Elemental (Fire).
- ☐ Heat-seeking Missile: Near, Far, 1 ammo. Take +1 to Volley with this weapon. **When you Make Camp**, restock 1-ammo

☐ WHAT MAKES YOU TICK (INT)

When you take apart an object using your toolkit, roll+INT. **On a 10+**, choose three. **On a 7-9**, choose two:

- It doesn't take a very long time
- You don't attract attention
- You can fix the thing again without a lot of effort
- You salvage something of value

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

☐ FORCE OF WILL

When you scream out to the heavens and declare your victory over another, ignore all debilities and penalties to rolls against them until you defeat them or they defeat you. You can only use this move against a given target once.

☐ RESCUE RANGER

You have built a device into your suit for catching and pulling things around, such as a tractor beam, grappling hook, or gravity manipulator device. **When you use this device**, a person or unattended object of your choice within Near range will come flying to your suit in an instant.

☐ STRENGTH OF A THOUSAND

Your suit has strength beyond compare. All of your suit's melee attacks gain the Forceful tag, and you can lift anything. **When you use What Makes You Tick while in your suit**, you can use the move on buildings, walls, and anything else on a particularly large scale that gets in your way.

☐ THE BIG RED BUTTON

You have a big red button installed in your suit. **When you dramatically slam your fist onto the Big Red Button**, it breaks, then choose one:

- Your suit creates an explosion! Everything within Reach takes your damage.
- You let out a salvo of missiles! Make a Volley with the tags Area, Messy, Forceful, Near, and Far, and roll +INT instead of +DEX.
- You use experimental escape technology! Choose a spot within Near range - you are now there. At your option, you may leave behind a smokescreen. **When you Make Camp**, repair the big red button.

☐ TRANSFORMER

When you spend some downtime in a workshop, you can trade out one of your Primary Weapons, Movement Methods, or Advanced Systems for a different one.

☐ WHAT DID I JUST TELL YOU

Replaces: Don't Scratch the Paint

When you mark damage on your Mecha Suit, take +1 ongoing against the cause of the damage until the damage is repaired.

NAME


LOOK

Names: Amelia, Mornia, Aria, Ainhart, Zephyr, Vi, Alliora, Joira, Kara, Redd, Astro, Drisbon, Roring, Joneg, Clark, Erago, Rokkit, Icarus

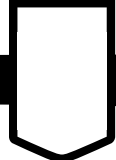
Alert Eyes, Narrowed Eyes, or Aviator Goggles
Fit Body, Lanky Body, or Small Body
Flowing Cape, Impressive Wings, or Red Scarf
Flight Suit, Flowing Robes, or Longcoat

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


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 6+CONSTITUTION

DRIVE

What drives you to take to the skies? Choose one:

☐ EXPLORE THE WORLD

Go somewhere you've never been before and check it out

☐ FEAR OF HARM

Discover a threat, ambush, or trap, and do something about it before it can hurt you

☐ PERSONAL FREEDOM

Avoid or escape from trouble without resolving it

STARTING MOVES

TAKE TO THE SKY (DEX)

You are capable of controlled flight. You can fly as often and as far as you like, although you may need to Undertake a Perilous Journey if you go too far. **When you fly to get somewhere otherwise out of reach**, roll +DEX. **On a 10+**, you get where you need to be, no problem. **On a 7-9**, you're there, but choose one:

- A threat is waiting for you when you get there
- The winds are uncooperative, and you don't get there as quickly as you'd expect
- Your landing is better described as a crash

LEAF ON THE WIND (DEX)

When you dance away from an opponent's attack, roll +DEX. **On a 10+**, choose two. **On a 7-9**, choose one:

- You avoid their attack
- You slip away to somewhere they can't follow you
- You taunt them, drawing their full attention

EYE IN THE SKY

When you look around from high above, take +1 to Undertake a Perilous Journey, Take Watch, and Discern Realities.

I'VE GOT A BAD FEELING ABOUT THIS

When you spend a moment surveying an area, ask the GM two of the following questions. The GM must answer truthfully.

- Where's my best way in, out, or through?
- Is there a trap or ambush here, and if so, where?
- What here is the biggest threat to me?
- What can I see that no one else can?

MEANS OF FLIGHT

Choose any race you want, then choose how you fly:

☐ MAGICAL

You fly using a magical artifact you control (such as a wand, totem, or broomstick), and can grant your gift to your allies.

When you Take to the Sky, you can move a willing ally instead of moving yourself.

☐ MECHANICAL

You fly using an invention of your own design - maybe a jetpack, rocket boots, or a propeller suit, which has various dangerous bits on it to discourage people from hitting you.

When you use Leaf on the Wind against a melee attack, on a 10+, also deal your damage to your attacker.

☐ NATURAL

You have a pair of wings upon which you soar, either naturally, by mutation, or grafted into place. Because you fly using your own power, you are much stronger than other Sky Dancers.

Your base damage is 1d8 instead of 1d6.

BONDS

Fill in the name of one of your companions in at least one:

This isn't the first time _____ and I have danced together.

I have a message for _____, but they are not ready to hear it yet.

_____ hasn't yet seen everything the skies have in store for them.

I'm keeping an eye out for _____.



THE SKY DANCER

 LEVEL
 XP

Your Load is 9 + STR. You start with dungeon rations (5 uses, 1 weight) and your means of flight, describe it.

Choose your armaments:

- ☐ Weathered shortbow (near, 2 weight) with quiver (3 ammo, 1 weight)
- ☐ Angelic sword (close, precise, 1 weight) and light shield (+1 armor, 2 weight)

Choose two:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Bandages (3 uses, slow, 0 weight) and dungeon rations (5 uses, 1 weight)
- ☐ Binoculars and a compass (0 weight each)
- ☐ Lightweave armor (1 armor, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ EVER WATCHFUL

When you Discern Realities, ask one additional question, even on a 6-.

☐ FLUID MOTION

When you Hack & Slash or use Leaf on the Wind against a melee attack, on a 7+, your fluid motions control their clumsy ones. Move them anywhere within Reach of you.

☐ FORECAST

When you Make Camp, the GM will tell you about one hazard, enemy, or obstacle you are likely to face tomorrow. You take +1 forward against it.

☐ HOWLING WINDS (DEX)

When you conjure howling, slicing winds to attack your foes, roll +DEX. **On a 7+**, deal your damage to an enemy within Near range. **On a 7-9**, the winds cause collateral damage - the GM will tell you how. Your Howling Winds have the tags Near and Piercing 2.

☐ MOBILE DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability to get around.

☐ RIGHT WHERE I WANT YOU

When you Volley or use any other ranged attack move, on a 7+, the whistling wind pushes your target anywhere within Reach of where they started.

☐ ROCKET MAN (DEX)

When you need to get somewhere quickly, roll +DEX. **On a 7+**, you get where you need to be the moment before you need to be there. **On a 7-9**, you also draw unwanted attention on your way there.

☐ SKY'S GRASP

When you hold out your hand expectantly, an unattended object of your choice within Near range will come flying to your hand. **When you lightly toss something of 1-weight or less**, it will float on the wind and land exactly where you want it to within Near range.

☐ WATER DANCER

You can use Take to the Sky to move through or on top of water as well as you can through the air. You can't breathe underwater, but you can hold your breath abnormally long.

☐ WEATHERMANTIC EMPOWERMENT (WIS)

When you command weather's elements to aid you and your allies, roll +WIS. **On a 7+**, choose one. **On a 7-9**, you or an ally are hindered or blown around by strange weather effects - the GM will let you know what happens.

- Cloud of Fog: Immediately fill the area with dense fog.
- Bolt of Lightning: Empower an ally, giving them +1d4 damage forward.
- Shield of Ice: Give an ally +1 armor forward.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ ANGELIC WARRIOR

When you Hack & Slash while flying, you deal +1d6 damage.

CURRENT LOAD

☐ CLOUD DANCER

You can move and reshape clouds by hand, as often as you like and however you see fit. These clouds can be used for fog cover, platforms, writing messages in the sky, creating rain, or anything else you can think of.

☐ ESCAPE ROUTE (DEX)

When you're in too deep and need a way out, name your escape route and roll +DEX. **On a 10+**, you're gone. **On a 7-9**, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

☐ EVER THOUGHTFUL

Requires: Ever Watchful

When you Discern Realities, up to two of your questions can be anything, not limited by the list.

☐ IMPOSSIBLE GRACE

When you use Leaf on the Wind, choose one additional option, even on a 6-.

☐ MOBILE INITIATE

Requires: Mobile Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability to get around.

☐ TURBULENCE

When you create a sudden gust of wind, choose one:

- Send someone within Reach flying away, right off their feet
- Deflect incoming arrows and other small projectiles
- Suddenly change direction in the air, outmaneuvering a pursuer

☐ WEATHERMANCY (WIS)

You have control over the weather. **When you try to alter the current weather**, choose one and roll +WIS. **On a 7+**, the chosen effect takes place. **On a 7-9**, the weather destabilizes - the GM chooses a different effect, and both effects apply. **On a 6-**, you lose control - the GM chooses one:

- Control Wind: Control wind speeds, from gale force to non-existent.
- Control Precipitation: Start or stop rain, snow, or hail.
- Control Cataclysm: Create or stop an extreme weather pattern - a tornado, lightning storm, or other truly fantastic weather.

☐ WEATHER'S RAGE (DEX)

Replaces: Howling Winds

When you conjure inclement weather to attack your foes with, choose one and roll +DEX. **On a 7+**, deal your damage to an enemy within Near range and apply the chosen effects. **On a 7-9**, you cause collateral damage - the GM will tell you how.

- Dancing Lightning: The attack arcs to a second or even third target.
- Dousing Rain: Forceful, Area. Also everything becomes wet.
- Freezing Snow: Bury the target in ice and snow.
- Howling Winds: Piercing 3, Messy, Forceful.

☐ WORLD DANCER

When you Take to the Sky to get somewhere you've been to before, always take the 10+ result. You never need to Undertake a Perilous Journey when traveling by yourself to somewhere you've been before, and it takes you half the time it normally would.

NAME


Names: Ghaldar, Kenshiro, Crag, Clane, Tomak, Masrur, Torma, Lazra, Frya, Kesi, Atroca, Morgiana, Noh, Mestra, Osha, Nyssa, Krann

LOOK


Hard Eyes, Burning Eyes, or Wise Eyes
Savage hair, Battered Hat, or Scalp Tattoos
Hulking Body, Tiny Body, or Toned Body
Tattered Clothing, Wrapped Body, or Shirtless

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


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 10+CONSTITUTION

DRIVE

What drives you to survive? Choose one:

- ☐ **INNER PEACE**
Settle a confrontation without committing an act of violence
- ☐ **SOMETHING TO CALL MY OWN**
Obtain something or someplace that is yours and only yours
- ☐ **TO STARE DEATH IN THE FACE**
Willingly face impossible odds for the thrill of it

STARTING MOVES

ETERNAL MARK

As a survivor of a great cataclysm, the world has left its mark upon you, and you have been eternally changed as a result. **Choose two of the following:**

- ☐ A hand bloodied - your body is a weapon with the Hand and Forceful tags
- ☐ A body scarred - you have +1 armor
- ☐ A limb replaced - anything you hold counts as something you cherish
- ☐ A mind shattered - you take +1 to Defy Danger against being manipulated in any way
- ☐ A heart broken - take +1 forward against any who insult something you have lost
- ☐ A scar burning - this scar glows and burns when another cataclysm is about to occur

HOLD ON TO WHAT'S PRECIOUS

When you Defend an ally, a friend, or something you cherish, gain +1 hold, even on a miss.

When you hold something or someone you cherish in your hand and they would be taken, knocked away, moved, broken, or damaged in any way, you can prevent that from happening by taking the effect yourself.

REMINDERS OF THE PAST

When you meet a traveler or enemy you've met before (your call), tell the GM of your last encounter with them. The GM will tell you how they've changed since then.

When you come across a marked grave, tell the GM who they were and how you knew them.

SURVIVE (CON)

When you brace for impact against expected harm, roll +CON. **On a 10+,** choose two. **On a 7-9,** choose one:

- Take half damage, rounded down.
- Take a debility instead of taking damage. You cannot choose this option if you have all six debilities.
- Ignore all effects of the attack, other than damage. You are not moved, set on fire, poisoned, restrained, or anything else the attack would have done to you.
- Take +1 ongoing against the cause of this damage until you have conquered it.

CATACLYSM

Choose any race, then choose the nature of the cataclysm you have survived. Describe it for us.

- ☐ **MAN**
You lost everything to the cruelty of your fellow people.
When dealing with sympathetic or guilt-ridden NPCs, you can use your tortured past as leverage.
- ☐ **BEAST**
You lost everything to a horrifyingly powerful monster of legend.
When you fight against a beast or monster who has hurt you or a person you care about, take +2 to damage against them.
- ☐ **GOD**
You lost everything to the unfiltered wrath of a god, either Sola or one of his captors. Compared to that, not very much seems like a threat anymore. Choose an extra Eternal Mark.

BONDS

Fill in the name of one of your companions in at least one:

_____ knows what I've been through better than most.

_____ does not know true suffering like I do.

I saved _____ from a great cataclysm.

I will keep _____ safe from the horrors of the world.



THE SURVIVOR

LEVEL _____
XP _____

Your Load is 9 + STR. You start with dungeon rations (5 uses, 1 weight) and a memento from your cataclysm (0 weight), describe it.

Choose one:

- ☐ A weapon your mentor once used, describe it (+1 damage, 2 weight).
Give it whatever range tag best fits, and 3-ammo, should it need it
- ☐ Armor your parent once wore, describe it (1 armor, 1 weight)

Choose two:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ A survival knife (hand, 1 weight)
- ☐ Bandages (3 uses, slow, 0 weight) and dungeon rations (5 uses, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

- ☐ ALONE AGAINST THE WORLD (CON)

When you stand alone against an approaching major threat, roll +CON.

On a 10+, after a glorious stand off, you drive the threat back, taking some damage. **On a 7-9**, after a grueling struggle, you drive the threat back, but you suffer a permanent scar (physical, mental, or emotional), describe it.

On a 6-, roll your Last Breath - after a desperate attempt, you have failed.

- ☐ DEAD MAN WALKING

When you take damage, you may choose to ignore it. **Instead of taking damage**, gain Pain equal to the damage you would have taken. **When you next take a short rest**, spend all of your Pain and take an equal amount of damage, ignoring armor.

- ☐ DEFY OPPOSITION

When you Defy Danger against something trying to harm you, on a 12+, you gain an advantage over them - knock them down, get out of their reach, get on top of them, disarm them, or any other advantage.

- ☐ FURTHER MARKED

The first time you take a debility or suffer great personal harm after you gain this move, do not mark that debility or suffer that harm. Instead, gain one of the Eternal Mark options.

- ☐ KID, LET ME TELL YOU ABOUT THE CALAMITY

When you make Camp, you can recount a tale of your past to an ally and choose one of your Eternal Marks. **Until you next Make Camp**, that ally gains the benefit of having that Eternal Mark, as if its pain were their own.

- ☐ NO ONE SHALL SUFFER AS I HAVE

When you stop a cataclysm from occurring, lessen its consequences, or evacuate the populace if you can't, mark XP.

- ☐ PROTECTOR

When someone you cherish would suffer the consequences of a move or decision they made, you may take all of those consequences in their place.

- ☐ SURVIVAL INSTINCT

When you scavenge for supplies, you can always find 1-use of rations, ammo, gear, bandages, or antitoxin, but only if you need them right now.

- ☐ TENACITY

When you Parley by ceaselessly and unrelentingly speaking your case, in spite of those who would silence, ignore, or harm you, roll +CON instead of +CHA.

- ☐ WORLDLY

Gain a move from a playbook none of the other players are currently using.

- ☐ YOU'RE ALREADY DEAD

When you would deal your damage, you may choose not to roll damage and instead gain 1-Fate. You can spend all held Fate at any time to deal your damage that many times to one enemy you gained Fate from, dealing the total damage as a single hit. You can discard held Fate at any time, should you choose to spare them.

CURRENT LOAD

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

- ☐ DEFY FATE

Replaces: Defy Opposition

When you Defy Danger, on a 12+, you excel beyond all expectation. **Instead of merely defying the danger**, you circumvent, route, or negate the danger as a threat at all. **If you defied an enemy's move**, that enemy loses that move.

- ☐ GOT A GRAVE WITH MY NAME ON IT

Requires: Dead Man Walking

When you take your Last Breath, roll +CON.

- ☐ MORE SCARS THAN SKIN

Requires: Further Marked

The first time you take a debility or suffer great personal harm after you gain this move, do not mark that debility or suffer that harm. Instead, gain one of the Eternal Mark options.

- ☐ OTHERWORLDLY

Requires: Worldly

Gain a move from a playbook none of the other players are currently using.

- ☐ SOMETHING TO REMEMBER ME BY

Requires: Alone Against the World

When you use Alone Against the World, regardless of the result of the roll, you leave a permanent mark upon the threat you faced - a crippling wound, a devastating loss, or a shattered ideal.

- ☐ THE MOMENT WE MET, YOUR FATE WAS SEALED

Requires: You're Already Dead

When you deal damage using You're Already Dead, you may deal the total damage to all enemies you gained Fate from.

- ☐ UNSTOPPABLE (CON)

When you suffer a debility, condition, or restraint and act in spite of it, roll +CON. **On a 10+**, gain 2 hold. **On a 7-9**, gain 1 hold. **On a 6-**, gain 1 hold, but after you spend it your debility, condition, or restraint grows worse. Spend 1 hold to completely ignore all debilities, conditions, and restraints upon you for a few crucial moments.

- ☐ YOU SHALL NOT PASS

You can spend 2-hold from Defend to glare at an approaching enemy, stopping them in their tracks. **When you roll a 12+ on Defend**, gain 5 hold.

- ☐ YOUR WEAPONS CANNOT HARM ME (CON)

When you take an enemy's attack without striking back, roll +CON. **On a 10+**, choose three. **On a 7-9**, choose two. **On a 6-**, choose one, and take +1d4 damage from their attacks.

- Their weapons shatter against you
- You take half damage from the attack, rounded down
- Lesser enemies run in fear of you
- Take +1 forward against them

NAME


LOOK

Names: Caliin, Aika, Chell, Faith, Croft, Irina, Meenah, Mei, Feng, Altair, Bruce, Creet, Pytri, Parker, Ezio, Wei, Garrett, Chester


Animal Eyes, Dangerous Eyes, or Sharp Eyes
Hooded Head, Hidden Face, or Wild Hair
Cloak and Mask, Practical Tunic, or Shirtless
Exposed Skin, Pierced Skin, or Wrapped Skin

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


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 8+CONSTITUTION

DRIVE

What drives you to take the risks you do? Choose one:

☐ COMPETITIVE INSTINCTS

Defeat another in a contest of skill or strength

☐ POWER OVER OTHERS

Drop someone from a high height because you can

☐ DEFY THE RULES

Go where you aren't allowed and take something to show for it

STARTING MOVES

WALL WALKING

You can climb along solid walls and ceilings as quickly as you can walk or run, regardless of their texture or composition. **When you are climbing**, you only have one hand free to take actions with. You may carry one person with you while you are Wall Walking, but you can't use your hands at all while you have a passenger.

DEATH FROM ABOVE (STR)

When you drop in on someone from above, roll +STR. **On a 10+**, choose two. **On a 7-9**, choose one:

- Deal your damage with a melee weapon
- Kidnap them - you retreat to somewhere nearby, taking them with you
- No one notices you dropping in, and your target doesn't make a sound

NO ONE LOOKS UP

When you cling to a ceiling without talking, moving, or attacking, NPCs will never notice you, if you haven't been spotted already. **If the ceiling is high enough that you are above their natural line of sight**, they won't notice you even if you move. You can always ask the GM if you are above their line of sight before moving, and the GM will answer truthfully.

ON A MIRROR'S EDGE (STR)

When you begin free running, start moving and roll +STR. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a 6-**, hold 1, but when you spend it, the GM will add a complication. You lose all of this hold the moment you stop moving. Spend 1-hold to do one of the following:

- Avoid or knock aside an enemy attack and keep moving
- Leap around, over, or through an obstacle or enemy in your path
- Get up somewhere out of reach or out of sight

TRAINING

Choose any race, then choose the society you learned your wall walking abilities from:

☐ THE CLOUD SEAS

You can use Wall Walking on the surface of any body of water, such as a lake, river, waterfall, or cloud.

☐ THE GREAT NATIONS

You use Wall Walking by taking advantage of an advanced climbing harness of your own design. **When you are on a wall or ceiling**, you can still use both hands, even if you have a passenger.

☐ THE HIDDEN CITIES

Replace the description to No One Looks Up with the following: **When you climb along a ceiling without talking or attacking**, NPCs will never notice you, if you haven't been spotted already.

☐ THE WORLDCRUST

Living on the most dangerous walls of the world has taught you to move along the walls erratically and unpredictably, for your own protection. **When you are Wall Walking**, gain +1 armor.

BONDS

Fill in the name of one of your companions in at least one:

I have a running bet going with _____.

_____ impressed me. I need to one-up them.

_____ doesn't think highly of me. How foolish of them.

_____ has my back, and I have theirs.



THE WALKER

 LEVEL
 XP

Your Load is 10 + STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight), and a survival knife (hand, 1 weight).

Choose your main weapon:

- ☐ Climbing spear (close, reach, 1 piercing, 2 weight)
- ☐ War club (close, forceful, 1 weight)
- ☐ Combat knife (hand, close, thrown, near, 1 weight)

Choose two:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ Bandages (3 uses, slow, 0 weight) and 1d6 coin
- ☐ Throwing knives (near, 1 weight), 3 ammo

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

☐ BRUTAL STRIKE (STR)

When you attack a surprised or defenseless enemy with a melee weapon, either deal your damage or roll +STR. **On a 10+** choose two.

On a 7–9, choose one:

- You knock them down or toss them aside
- You deal your damage +1d6
- You maim them - a limb or sense of your choice becomes useless
- You terrify them - they'll do anything they can to get away from you

☐ COMPETITIVE STREAK

When you win a contest, a challenge, or a bet, take +1 forward.

☐ DROPPING IN AND CHECKING OUT

Add the following option to the Death From Above move list:

- Knock them unconscious with a swift and decisive blow

☐ HANGMAN'S NOOSE

When you throw a rope or grappling hook at something in Near range, the rope or hook will always catch exactly where you wanted it to. This rope will never come loose unless you allow it or the rope is cut.

☐ MIGHTY DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +STR or increases your physical abilities.

☐ NO TRESPASSING (DEX)

when a foe moves into an area you had time to prepare beforehand, roll +DEX. **On a 10+**, hold 2. **On a 7–9**, hold 2 and the GM holds 1. **On a 6–**, hold 1 and the GM holds 2. **When someone else moves through the prepared area**, you may spend 1-hold to do one of the following:

- A trap stops their movement, pinning them in place momentarily
- Deal your damage with a deadly trap or surprise attack
- Suddenly appear anywhere in the area

☐ RESPECTABLE MEMBER OF SOCIETY

When you make the Outstanding Warrants move, you may have the results of your roll apply to one of the other players instead of yourself.

☐ SPIDER'S GRIP

You can never lose your grip on a surface you are Wall Walking on.

When you fall or are sent flying, you can always catch yourself on any wall or ceiling you pass by before impact.

☐ TALK THE TALK

When dealing with those who value strength or physical capability, you can always use impressive feats of athleticism as leverage for Parley.

☐ WALK THE WALK

When you draw attention to yourself before performing a daring athletic stunt, take +1 forward to making that stunt.

CURRENT LOAD

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

☐ ALWAYS PACK SPARE ROPE

When you Make Camp, restock 3-uses of Adventuring Gear.

☐ CUTTHROAT

When you deal damage with intent to kill, deal +1d6 damage.

☐ EVASION

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.

☐ INTO THIN AIR

When you attempt to hide from someone who has spotted you, if you break line of sight, you will always find a way to hide or escape unnoticed.

☐ MIGHTY INITIATE

Requires: Mighty Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +STR or increases your physical abilities.

☐ MIGHTY MASTER

Requires: Mighty Initiate

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +STR or increases your physical abilities.

☐ SHADOW STEP

When you walk into a dark and shadowy place, you can walk out of any other dark and shadowy place within Near range.

☐ SPIDER'S LEAP

Requires: Spider's Grip

You can leap to anywhere within Near range with ease. In addition, as long as there is room to leap around in, you can use Death From Above anywhere, at any time.

☐ WALKING ON SUNSHINE

You can use Wall Walking to climb on rays or beams of light, such as those made by a window, a mirror, or the Lantern's little light.

☐ WIRE FU

Requires: Hangman's Noose

A knotted length of rope in your hands is a weapon with the tags Reach and Forceful. A length of metal wire in your hands is a weapon with the tags Reach and Messy. **When you deal damage with a rope or wire**, choose one:

- You knock something out of their hands, sending it flying away
- You control their movements, pushing them somewhere within Reach of you
- You trip them up or distract them - an ally gets +1 forward against them