

NAME




Names: Goro, Ati, Gepetto, Collodi, Ramos, Rinnosuke, Peacock, Lilith, Seiga, Sonnia,

LOOK

Unkempt Hair, Close-cropped Hair, or Bald
Cape, Glasses, Magnificent Beard, or Turban
Regal Robes, Traveler's Tunic, or Beggar's Clothes
Lean Body, Pudgy Body, or Withered 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  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

DRIVE

What drives you to expand your collection? Choose one:

- HOLDING THE KEY**
Keep dangerous things away from those who would abuse them
- MONEY AND FORTUNE**
Endanger yourself or your friends for the sake of riches
- SHOW OFF**
Impress another using your wealth or your gear

STARTING MOVES

KEEPER OF CURIOS

You keep a collection of strange and rare curiosities, which follow some sort of theme - masks, small dinosaurs, mechanical replicas of insects. Your collection is 5-weight, and contains a variety of useful things collected throughout your travels.

Record your collection's Theme: _____

Choose one or two to describe your collection's Look:

- *Mysterious, Bizarre, Whimsical, Complex, Ramshackle, Impractical, Efficient*

When you take a few moments to dig through your collection for something useful, describe what you're looking for and what you want it to do. You can potentially have anything on hand, but the GM will tell you one to four of the following:

- A condition needs to be met in order for the curio to work
- It is either consumable or faulty, and will only work once
- It was not intended to be used for this
- It will take a lot of time and effort to use properly
- The curio's effects are overly specific
- You get something close to what you want, but not quite
- You'll need help from _____ to use it safely

PREDILECTIONS

Choose any race, and then choose the nature of your collection:

- MAGICAL** *Lore stat: +CHA*
Your curios are mystical, magical things, and you can instantly recognize such things. **When you look at something magical,** you immediately know that it is magical. **When you physically touch anything magical with your hands,** the GM will tell you something true about it.
- BIOLOGICAL** *Lore stat: +WIS*
Your curios are living creatures, capable of thinking and acting on their own. **When you use Keeper of Curios,** the curio you pull out is actually a tiny living creature. You can command it to act on its own by Defying Danger with +WIS.
- MECHANICAL** *Lore stat: +INT*
Your curios are technological wonders, much more practical in function than other collections are. **When you spend a minute looking through your collection,** restock 1-use of adventuring gear.

MY PRECIOUS

Your collection has a unique treasure, with none like it in all the world, and which you value above all else. No matter what happens to it, your precious will always find its way back to you. This treasure is intelligent, possibly from a bound soul or a makeshift artificial intelligence, and it needs to feed at least once a week or it will get upset with you. **When your precious comes into contact with inanimate material it feeds on,** it consumes the material immediately. **When you use your precious as a weapon,** it deals 1d10 damage.

Choose what your precious feeds on:

- *Magic, Metal, Electricity, Fire, Blood, Plants, Something Else:* _____

Name your precious: (ex: Lamarr, Majora, Longinus, Wilson) _____

What is it? _____

What does it do? _____

BONDS

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

- _____ helped me find a something rare and wonderful.
- _____ shares my lust for treasures.
- _____ is a valuable asset.

HAPPY SALESMAN

When you offer trinkets and curios in addition to whatever leverage you have for Parley, you roll +Lore instead of +CHA. In addition, you can always demand trinkets and curios as additional payment for services rendered.

CURIOSITY

When you put yourself at risk to check something out, roll +Lore. **On a 7+,** ask the GM any one question. **On a 10+,** the GM will answer it, as clearly as the circumstances allow. **On a 7-9,** the GM will tell you what you need to do to find the answer yourself.

Your Load is 15 + STR. You start with your collection (5 weight), your precious (1 weight), dungeon rations (5 uses, 1 weight), and adventuring gear (5 uses, 1 weight).

Choose three:

- A catalogue of the strange and mysterious (5 uses, 1 weight)
- An antique weapon (any range, 1 weight) with 3 ammo (1 weight), should it need it
- Monster feed (8 uses, 1 weight) and bandages (3 uses, 0 weight)
- A toolkit (hand, 1 weight) and an appraisal kit (1 weight)
- Adventuring gear (5 uses, 1 weight) and 2d6 coin
- Poultices and herbs (2 uses, slow, 0 weight) and Ratling Pipeleaf (6 uses, 1 weight)

ADVANCED MOVES

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

 ALWAYS BRING A SPARE

When you buy or find new equipment with limited uses (ammo, gear, bandages, etc), it comes with one extra use. When the GM tells you that something you gained using Keeper of Curios has only one use, it has two uses instead.

 EXPANDED COLLECTION

Choose a second Predilection option. You gain the move associated with that Predilection. You do not gain the associated Lore stat.

 HEALTHY COMPETITION

You have a rival. The two of you have been competing for so long that you've developed a sort of comraderie, but you can't trust the old bastard. Wherever you go, your rival is surely not far behind. When you turn to your rival for aid, they will help you, but you owe them a favor. They'll decide when it is time to collect.

 IDENTIFY

When you spend some time and safety testing and analyzing an item, the GM will tell you what it does and how you use it.

 JUST WHAT I NEEDED

When you are looting for supplies, you will always find 1-use of bandages, adventuring gear, weaponry, ammo, or any other basic equipment you need, if it would be remotely plausible.

 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 famous as a local celebrity. Your name will carry weight around here from now on.

 LUCKY CHARM

You have a blessed charm that grants you great luck. When you Make Camp, set your Luck to 3. When you roll a 6-, you may spend 1-Luck and re-roll. On a hit, explain how you succeeded only through sheer fortune and good luck. However, your luck can run out. When you hold 0-Luck, you take -1 ongoing to all rolls until you gain more.

 OBSESSIVE 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 your Predilections. Example: a Biological Predilection taking The Witch's Familiar.

 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:

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

 WEALTH AND TASTE

When you make a show of flashing around a valuable possession, choose an NPC present. They will do anything they can to obtain your item or one like it.

LUCK:

PAYOFF:

CURRENT LOAD
 WORLD OF PURE IMAGINATION

When you spend an entire day setting up for a party, you do not need to spend money to use the Carouse move. When you Carouse, take +Lore to the roll.

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

 QUALITY GOODS

When you use Keeper of Curios, after the GM gives you the curio's conditions, you may veto one of them.

 SUPREMELY LUCKY

Requires: Lucky Charm

When you Make Camp, set your luck to 4 instead of 3. When you would take damage, you may spend 1-luck to prevent that damage. If you do, describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.

 OBSESSIVE INITIATE

Requires: Obsessive 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 your Predilections.

 MENTAL FORTITUDE

When you Defy Danger with your Lore stat, on a 12+, you succeed beyond all expectation. The GM will offer you a better outcome, a moment of genius, or give you a great opportunity to capitalize on.

 COMPLETE COLLECTION

Requires: Expanded Collection

Choose the final Predilection option. You gain the move associated with that Predilection. You do not gain the associated Lore stat.

 HEALTHY FRIENDSHIP

Requires: Healthy Competition

You and your rival have come to terms with each other. When you gain this move, gain 1-Rivalry. When you come to your rival's aid, gain 1-Rivalry. When you are in trouble, you may spend 1-Rivalry to have your rival show up just in time to save the day or do something dramatic to tip the odds in your favor.

 REPLACE THIS

Move Goes Here

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RIVALRY: