

BLADE



Name: _____

Inner Child Aptitude: _____

Adult Vocation: _____

Harm

- Bruised *-1 to all moves*
- Battered *-2 to all moves*
- Broken *out cold + new bane*

Stress



Mark to re-roll die/ block harm

Burned

Tethers *(spend 1 hope, roll 3 take best 2)*

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Banes *(spend 1 threat, roll 3 take lowest 2)*

- _____
- _____
- _____
- _____

Reflection



*Spend 1 to trigger Around the Campfire moves
If filled, clear all to gain a new tether / unburn a tether*

Gift: Magical Weapon _____ *(Choose two special abilities.)*

- Bloodthirsty:** Your weapon inflicts deep, jagged, or traumatic wounds, but always strikes to kill. Add a +1 bonus to all attack rolls.
- Dark Connection:** You always know in which direction the Vassal and their army lies. Killing with your weapon alerts the Vassal.
- Elemental:** Your weapon is imbued with fire, lightning, or icy cold and inflicts +1 point of damage to a target when used to attack.
- Ghost Blade:** Summon your weapon each time you need it. It cannot be parried or blocked, and strikes intangible opponents, as it attacks the very soul of living things.
- Honed:** Your weapon can cut or break any non-magical material.
- Independent:** Your weapon is capable of attacking on its own. You always have **inflict one damage** as a success option for any move.
- Non-Deadly Object:** Your weapon is not normally seen as dangerous. When making a *surprise attack*, add +1 to your roll.
- Spell Breaker:** Your weapon can break through magic barriers, protections, and illusions, dispelling them on any successful move.

Special Move: Relentless Assault! *(spend hope or mark stress)*
Attack an enemy larger, stronger, or more numerous than you are.

On any success (7+), inflict three points of damage on the enemy(s). *(These can be spread out among multiple targets.)*

- **On a 10+,** inflict +1 point of damage on each target. Remove one stress on yourself or mark reflection.
- **On a 7-9,** state how the move leaves you open. Give GM +2 threat.

On a 6 or less, inflict one damage on a target. GM makes a move. Mark reflection. Gain the new bane *“When facing <target> again...”*

Play the Blade to:

- Remember & reconcile your childhood journey
- Slay your demons (both real and metaphorical)
- Take the lead in most combats
- Find the moments when violence isn't the answer

HEART



Name: _____

Inner Child Aptitude: _____

Adult Vocation: _____

Harm

- Bruised *-1 to all moves*
- Battered *-2 to all moves*
- Broken *out cold + new bane*

Stress



Mark to re-roll die/ block harm

Burned

Tethers *(spend 1 hope, roll 3 take best 2)*

- _____
- _____
- _____
- _____
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- _____
- _____

Banes *(spend 1 threat, roll 3 take lowest 2)*

- _____
- _____
- _____
- _____

Reflection



*Spend 1 to trigger Around the Campfire moves
If filled, clear all to gain a new tether / unburn a tether*

Gift: Heart of the Realm Amulet

When making the **Provide Assistance** move, gain +1 to the roll. Gain **remove one stress on a target** as a success effect on basic moves.

Choose one other ability it grants to you:

- Carry the Burdens:** On hard task, dirty job, or menial labor you may mark any # of stress to add that # of hope to the table.
- Celestial Light:** Your eyes, hands, or entire body can glow with a strong, white light. Gain +1 to any roll where this glow would reasonably help your efforts.
- Shapeshift:** You can transform into a single pet animal of _____. *(Taking this ability again allows you to pick 2nd animal.)*
- Soothe to Sleep:** Make one non-combat target fall asleep with a soft song or gentle touch. Mark stress for each additional target. Only loud noises, pain, or significant jostling will wake them.
- Unicorn's Blessing:** You may cure one naturally diseased or poisoned target *(including food or water)* with a simple touch or song. Gain +1 to social interactions with elementals and mythic beasts.

Special Move: Spiritual Restoration! *(spend hope or mark stress)*

Channel the magic of the realm to bolster yourself or a target *(even an incapacitated one)* and send them back into the fray.

On any success (7+), you/your target clears all harm and revives *(if incapacitated)*. If unharmed, they remove all stress. If you fall out, you may test once to recover with this move *(at a -2 penalty)*.

- **On a 10+**, each other companion (including you) may also remove one stress or clear their highest harm.
- **On a 7-9**, describe what this drains from you. Give GM +2 threat.

On a 6 or less, your target removes two stress. The GM makes a move. Mark reflection. Gain the bane *"When alone with <x>..."*

Play the Heart to:

- Remember & reconcile your childhood journey
- Nurture and care for your companions
- Protect the things in the realm worth saving
- Find the moments when tough love is the best medicine

MASK



Name: _____

Inner Child Aptitude: _____

Adult Vocation: _____

Harm

- Bruised *-1 to all moves*
- Battered *-2 to all moves*
- Broken *out cold + new bane*

Stress



Mark to re-roll die/ block harm

Burned

Tethers *(spend 1 hope, roll 3 take best 2)*

- _____
- _____
- _____
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- _____
- _____

Banes *(spend 1 threat, roll 3 take lowest 2)*

Reflection



*Spend 1 to trigger Around the Campfire moves
If filled, clear all to gain a new tether / unburn a tether*

Gift: Mark of Passage _____ (clothing accessory)

This grants safe travel through friendly parts of the realm, and gives you +1 to all social interactions with important or powerful individuals.

In addition, choose one other ability your Mark grants.

- Cosmetic Alterations:** You can change your appearance to that of any humanoid, altering your skin color, height, build, fitness, eye color, haircut, scars, tattoos, etc. Gain +1 to disguise attempts.
- Mimicry:** You can mimic any other voice or sound you have previously heard. Gain +1 when this adds to your deceptions.
- Secret Truths:** Confess a secret to your target and they are magically compelled to truthfully answer any one question you ask.
- Surface Desires:** When looking into a person's eye, you know their immediate wants, needs, or desires. Gain +1 when using this to convince or entice them.
- Well Connected:** Touch a target to know their name and profession, as well as who they last interacted with. Gain +1 to convince others that you actually know the target.

Special Move: Mesmerize! *(spend hope or mark stress)*

Hypnotize commoners. Mark +1 stress to affect those of greater rank, influence, or power. *(Not the Vassal of Evil, until final confrontation.)*

- **On a 10+**, target is completely smitten with you and will willingly do their best to follow all your wishes so long as you continue to be nice and pay attention to them.
- **On a 7 to 9**, target will do a single task you ask them to do and won't realize they were coerced. Give the GM +2 threat.

On a 6 or less, your target is stunned for a single round and their move is thwarted. The GM makes a move. Mark reflection. Gain the new bane, *"When interacting with <target>..."*

Play the Mask to:

- Remember & reconcile your childhood journey
- Mesmerize everyone with your words and your smile
- Be the vocal supporter and negotiator
- Find the moments when cold hard truth is the only way forward

QUILL



Name: _____

Inner Child Aptitude: _____

Adult Vocation: _____

Harm

- Bruised *-1 to all moves*
- Battered *-2 to all moves*
- Broken *out cold + new bane*

Stress



Mark to re-roll die/ block harm

Burned

Tethers *(spend 1 hope, roll 3 take best 2)*

- _____
- _____
- _____
- _____
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- _____
- _____

Banes *(spend 1 threat, roll 3 take lowest 2)*

- _____
- _____
- _____
- _____

Reflection



*Spend 1 to trigger Around the Campfire moves
If filled, clear all to gain a new tether / unburn a tether*

Gift: Ancient Tome

You can read any writing in the realm, no matter the language. You were also gifted with a large, cryptic book of magic and lore. *Pick two spells you have already deciphered in this tome.*

- Astral Pockets
- Control Weather
- Create Illusion
- Destroy Object
- Duplicate Object
- Entangle Foe
- Forcefield
- Hypnotize Monster
- Levitate Self
- Magical Attack
- Manip. Elemental _____
- Pass Barrier
- Pop-Up Shelter
- Repair / Bond Item
- Special Sensing _____
- Summon _____
- Talk to _____
- Telekinesis

Read spells aloud to cast, but you do not need to concentrate to maintain them. No move test is needed to cast a spell outside of conflict. Mark +1 stress to affect one additional target (repeatable). You must share the move's exact effect across all of the targets (inflict harm, thwart move, etc.).

Special Move: Search the Lore! *(spend hope or mark stress)*

Flip through your tome seeking arcane or historical information.

- **On a 10+**, ask the GM three open-ended questions (*one at a time*) regarding a single topic. Place +2 hope on the table.
- **On a 7-9**, ask the GM three yes or no questions (*one at a time*) regarding the topic at hand. Place +1 hope on the table. Give the GM +2 threat.

On a 6 or less, ask the GM one yes or no question. Mark reflection. GM makes a move. Gain the bane "*When facing <target of lore>...*"

Play the Quill to:

- Remember & reconcile your childhood journey
- Discover hidden secrets about the realm
- Share your knowledge, wisdom, and theories
- Find the moments when knowledge is better left forgotten

SHADOW



Name: _____

Inner Child Aptitude: _____

Adult Vocation: _____

Harm

- Bruised *-1 to all moves*
- Battered *-2 to all moves*
- Broken *out cold + new bane*

Stress



Mark to re-roll die/ block harm

Burned

Tethers *(spend 1 hope, roll 3 take best 2)*

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Banes *(spend 1 threat, roll 3 take lowest 2)*

- _____
- _____
- _____
- _____

Reflection



*Spend 1 to trigger Around the Campfire moves
If filled, clear all to gain a new tether / unburn a tether*

Gift: Cloak of Shadows

You may step into the Shadowlands. You become completely invisible and incorporeal to others, but cannot move or alter material realm objects. Mark stress to whisper a message out to nearby companions.

Choose one additional ability of your cloak:

- Ebon Messenger:** Summon a shadow-born minion and whisper a message or give it an item. Your shadow then departs to deliver the message/item, traveling at the speed of story, letting nothing stop it. Until it returns, or at the next dawn, you cast no shadow.
- Mark of Mischief:** You always know where to find a local ne'er-do-well. Gain +1 on any interactions with unsavory sorts.
- Shaded Steps:** You can move without making sound and are hard to spot in dim light. Gain +1 when trying to sneak or hide.
- Shadow Pockets:** You can reach into your own pocket and remove an item from the pocket of any target you can see.
- Veil the Mind:** You can make an onlooker unable to remember your presence/activities (after you have left the scene). Mark one stress to affect a group of observers or veil the entire company.

Special Move: Silent Death *(spend hope or mark stress)*

When your target is within reach and unaware of your presence, you can attempt to eliminate them swiftly and silently.

- **On a 10+**, you silently inflict six points of damage on a single target and are not caught doing so.
- **On a 7-9**, you silently inflict three points of damage on a single target but it will be clear that you caused it. Give the GM +2 threat.

On a 6 or less, inflict one point of damage on a single target. The GM makes a move. Mark reflection. Gain the new bane "*When facing <target> again...*"

Play the Shadow to:

- Remember & reconcile your childhood journey
- Explore the dark corners of the realm
- Do the terrible things so nobody else has to
- Find the moments when you have to come into the light

TOWER



Name: _____

Inner Child Aptitude: _____

Adult Vocation: _____

Harm

- Bruised *-1 to all moves*
- Battered *-2 to all moves*
- Broken *out cold + new bane*

Stress



Mark to re-roll die/ block harm

Burned

Tethers *(spend 1 hope, roll 3 take best 2)*

- _____
- _____
- _____
- _____
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- _____
- _____
- _____

Banes *(spend 1 threat, roll 3 take lowest 2)*

Reflection



*Spend 1 to trigger Around the Campfire moves
If filled, clear all to gain a new tether / unburn a tether*

Gift: Elemental Armor _____

Choose two special abilities that this armor grants you:

- Breath of the Wind:** You can shout incredibly loud, allowing folks to hear you from miles away. Gain +1 when using this power to command, frighten, or cause people to notice you.
- Dragon Hide:** You are impervious to the effects of heat or fire.
- Elemental Guardian:** Summon a large, glowing animal spirit that surrounds and infuses you. You may choose **block all stress/harm to self** as a success effect on ANY basic move this round.
- Like a River:** You never tire and always keep moving. Roll 3 and take best 2, for non-combat moves of significant sustained effort.
- Like a Rock:** You can hold your position, unable to be forced backwards. A single ally may hide behind you to gain **block all stress/harm to self** as a free success effect on their own move.
- Mermaid Scales:** You can breathe normally, see clearly, and move freely when submerged underwater. +1 to relevant actions.
- Wind Walker:** You can leap to great heights or distances and suffer no negative effects or harm from falling.

Special Move: Fortify the Company! *(spend hope or mark stress)*
Bolster your teammates' resolve and focus them on the task at hand.

On any success (7+), each PC *(including you)* may chose to remove one stress, mark reflection, or gain +1 to their current/next move.

- **On a 10+,** every PC gets +1 more to their next/current move.
- **On a 7-9,** state how this puts you in danger. Give GM +2 threat.

On a 6 or less, add +2 hope to the table. The GM makes a move. Mark reflection. Gain the new bane, "*When facing <adversary/obstacle> again...*"

Play the Tower to:

- Remember & reconcile your childhood journey
- Protect those you care about, no matter the cost
- Trudge on despite the hardships
- Find the moments when you must fail to let others succeed

WATCHER



Name: _____

Inner Child Aptitude: _____

Adult Vocation: _____

Harm

- Bruised *-1 to all moves*
- Battered *-2 to all moves*
- Broken *out cold + new bane*

Stress



Mark to re-roll die/ block harm

Burned

Tethers *(spend 1 hope, roll 3 take best 2)*

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Banes *(spend 1 threat, roll 3 take lowest 2)*

Reflection



*Spend 1 to trigger Around the Campfire moves
If filled, clear all to gain a new tether / unburn a tether*

Gift: Everburning Lantern

Your lantern flame can stay lit no matter what, and glows black for the forces of darkness, red for those in need of help, blue for those that could help you. The lantern burns brighter the closer you are to target.

Choose one other special ability your lantern possesses.

- Delumination:** Extinguishes other nearby light sources at will. This gives +1 to every companion's attempts to hide things/self.
- Reveal Falsehoods:** Reveal magical illusions, physical disguises, impending ambushes, and secret traps & doors.
- See Tracks:** Illuminate signs of a named target's passage (*foot-steps, fingerprints, body heat on a bed, etc.*) and how old they are. Gain a +1 bonus to track a target illuminated this way.
- Tiny Eyes:** Peer into the flames to see through the eyes of a nearby animal. Influence their movement with simple commands.
- Will-o-Wisps:** Your lantern flames can fly out to highlight, distract, confuse, or lead targets astray. You may choose **inflict one damage** as a success effect on ANY move using the wisps.

Special Move: Find the Path! *(spend hope or mark stress)*

Find the way forward and suss out trouble. Tell the GM where you would like to go, or what you want to achieve.

- **On a 10+**, the GM responds with two ways to achieve that goal and what obstacle(s) stand in your way. Add +2 hope to the table.
- **On 7-9**, the GM replies with two possible paths, but no details about the obstacles ahead. Add +1 hope to the table. Give GM +2 threat.

On a 6 or less, the GM notes one obstacle on the obvious path. Gain +1 for a single roll when facing it. The GM makes a move. Mark reflection. Gain the new bane, "*When you are traveling in <place> ...*"

Play the Watcher to:

- Remember & reconcile your childhood journey
- Guide your friends through the dangerous wilds
- Keep a watchful eye on everything and everyone
- Find the moments when you must ignore what you see