

Name	
Bloody-minded	Charming
Eldritch	Mighty
Sane	Shifty
Guts ○○○○○○→	
Temptations	
Heart's Desire	

Act Sensibly Despite Temptation

When you try to *act sensibly despite temptation*, roll 2d6 + Sane. On a miss you try to indulge in your temptation without any regard for what else is going on. On a 7-9 you contain yourself, but it's obvious to anyone watching what you really want. On a 10+ you can manage a good poker face if you so choose. If you have two conflicting temptations in play, you can pick which one will affect you, but your heart's desire always takes precedence.

Defy Danger

When you try to *defy danger*, roll 2d6 + Bloody-minded. On a miss you fail to defy the danger and suffer some kind of strife. On a 7-9 you stay standing, but you're much worse for wear, and the DM will probably mess with you. On a 10+ you emerged unscathed.

Kick Some Ass

When you *kick some ass*, roll 2d6 + Mighty. On a miss your opponent may hand your ass to you (and make you fall down) if they want. On a 7-9 pick one. On a 10+ pick two.

- Make another character fall down.
- Humiliate them.
- Get a *Clue* about them.

Run Away

When you *run away*, roll 2d6 + Shifty. On a 10+ you get clean away. On a 7-9 you get away, but the DM chooses one:

- You leave something (or someone?) behind.
- Your escape didn't go unnoticed.
- Your escape is temporary.

Spout Lore

When you *spout lore*, roll 2d6 + Eldritch. On a miss the DM picks one:

- Your lore is subtly, dangerously wrong and you don't know it.
- Your lore is obviously, humiliatingly wrong, and you look dumb in front others.

On a 7-9 you have a good idea what's what with whatever it is you're looking at, but there are some details that elude you. On a 10+ you know exactly what's going on; this gives you a *Clue* to a MacGuffin you need.

Take Stuff Away

When you try to *take stuff away* from someone, roll 2d6 + Mighty. On a miss they brush off your efforts. On a 7-9 choose 1, on a 10+ choose 2.

- You take the thing you wanted.
- You keep them from making another try at getting it back any time soon.
- You seriously intimidate them.

Trick an NPC

When you try to *trick an NPC* (who doesn't have MacGuffin protection) roll 2d6 + Charming. On a miss they realize you're trying to trick them and may become hostile. On a 10+ they're suckered in. On a 7-9 the DM chooses 1.

- There's a misunderstanding and they don't *quite* do what you want.
- Afterwards they figure out that they were tricked and try to retaliate.

Help

If you try to *help someone out*, roll 2d6 + the same stat they're using. On a hit they get +1, on a miss they get -1, and on a 7-9 the DM chooses one:

- You expose yourself to danger or retribution.
- The action you were helping works, but has unwanted consequences.

Interfere

If you try to *interfere with someone's action*, roll 2d6 + Shifty. If it's a PC, on a hit they get -2 to their roll, and if it's an NPC you inconvenience them in some way. On a 7-9 you expose yourself to danger or retribution in the process. On a miss the DM chooses one:

- You grant them a +1 to their roll (if it's a PC).
- You give them some kind of advantage, making their action that much more effective.

Guts Points

Guts points let *Dragon World* PCs summon up extra strength in a moment of need. Each PC starts with 3 Guts, and gains more from certain situations and moves. You can spend a Guts point to do any of the following:

- Not Fall Down when you would otherwise.
- Add +1 to a roll you're making (just after the roll).
- Subtract -1 from the roll of someone acting against you (just after the roll).
- Use moves that require you to spend a Guts point.

Any time you spend a Guts point for one of the above things you have to use the **Don't Go Nuts** special move, though you don't have to do this when you spend one to activate a move.

You gain a Guts point when:

- You start a session.
- You gain a level.
- You recover from Falling Down.
- A move says you gain a Guts point.

You can't store more than 6 Guts points at a time. If you have 6 and something happens that lets you earn one, you can either give it to another player (who has less than 6) or you lose it. It's good to have some Guts points of course, but don't be afraid to use them.

Don't Go Nuts

When you *spend a Guts point*, roll 2d6 + Sane. On a 10+ you're perfectly fine. On a 7-9 you're worse for wear and it shows. On a miss you have a Stress Explosion.

Have a Stress Explosion

When you miss with the *don't go nuts* move (or when something else tells you to), you *have a Stress Explosion*. Roll 1d6; you have to role-play the thing you rolled on the list below for 5 minutes of real time or until the end of the scene.

☐	Madly pursue your first Temptation.
☐	Madly pursue your second Temptation.
☐	Just totally go berserk.
☐	Cry, plead, desperately pray, or otherwise have a breakdown.
☐	Break, steal, or deface some inanimate object.
☐	Indulge in some simple, basic pleasure (food, romance, gambling, etc.).

A Stress Explosion tells you something you have to role-play for a set amount of time, but remember that within that description you can pretty much do whatever you want.

Angsty Shadow Warrior

"I was born in the world of shadows, and it yet marks me. All is suffering, pain, and darkness. I'm so depressed."

Whether among the dark elves, the reviled Shadow Tribe, or in a secret order of assassins, you were raised in a realm of darkness. Your combat skills are superb, but you spend so much time brooding that people just find you depressing to be around. Just because you're clad in midnight black and wield a sword made of purple fire doesn't mean you have to be down in the dumps all the time, right?

Name

Given Name: Belladonna, Darkstar, Desmond, Draco, Galus, Ivy, Kiriya, Raven, Shada, Shadus, Valen, Vincent

Family (?) Name: Altair, da Firenze, Darkblade, Dracul, Maleficarium, Ravenshadow, Urden, Valentine

Look

Black skin, gray skin, blue skin, alabaster skin, glowing eyes, white hair, elf ears, tribal tattoos, small horns

Black leather with many buckles, spikes, hooded cloak, ornate black steel armor, sword of purple flames, black corset, frilly black skirt, frayed cape

Stats

- **Darkblade:** Bloody-Minded -1, Charming -1, Eldritch +1, Mighty +1, Sane +0, Shifty +0
- **Shadow Assassin:** Bloody-Minded +0, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +1
- **Umbral Warrior Mage:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty -1, Sane +1, Shifty -1

Moves

You get all of the basic moves, plus two of the following angsty shadow warrior moves.

○**Depressing Philosophy:** When you tell people about what you consider to be the true nature of the world, roll 2d6 + Eldritch. On a miss they find you blathering stupid. On a 7-9 they're a bit distracted, and on a 10+ they set aside what they're doing to wallow in depression.

○**Shadow Blade:** You possess (or can conjure) a sword made of pure darkness wreathed in purple flames or some such. You can roll 2d6 + Eldritch to *kick some ass*.

○**Shadow Walk:** You have the ability to use shadow magic to vanish from sight and travel through the shadows. Roll 2d6 + Shifty; on hit pick 1. On a 10+ you get +1 forward.

- You can follow someone for the rest of the scene, no matter where they go.
- You can slip through what would normally be an impossible obstacle.
- You vanish from sight even in the midst of a pitched battle.

○**Thin Shadow:** Something about your personality is such that people tend to just forget about you. Whenever someone is supposed to be paying attention to you and there's a distraction or other pressing matter, roll 2d6 + Eldritch. On a 7-9 your friends and normal people forget about you. On a 10+ even enemies actively searching will forget about you until you do something really overt and offensive.

○**Trauma Switch:** When someone brings up something that somehow connects to a painful memory of yours, roll 2d6 + Bloody-minded. On a miss you wallow in self-pity for a bit. On a 7-9 you flip out and attack someone with +1 forward. On a 10+ you take +1 ongoing to tenaciously attack someone until either one of you falls down or the scene ends.

○**Unfettered Sight:** All that time gazing into the abyss has given you the ability to look at the world as it really is, which is frankly rather depressing, but also useful. When you stop and contemplate the situation, roll 2d6 + Sane. On a miss you get depressed for a while and take -1 forward. On a 7-9 choose 1, on a 10+ choose 2:

- You notice something important that everyone else has been missing.
- You receive a *clue*.
- You realize the solution to a problem.

Temptations

Choose two temptations:

Brooding, Fine Food, Friendship, Lore, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ always tells you when you're being stupid and emo.
- _____ has a secret power over you.
- _____ was the one who brought you out of the darkness and into the light.
- You have a crush on _____. But it's a secret. You don't care. Shut up.
- You know that some dark power is after _____.

Angsty Shadow Warrior Improvement

- Get +1 Bloody-minded, and a member of your tribe tells you that you are cursed.
- Get +1 Charming, and there is a far away gleam in your eyes like moonlight.
- Get +1 Eldritch, and wisps of shadow follow you around.
- Get +1 Mighty, and nocturnal animals keep a respectful distance from you.
- Get +1 Sane, and dealing with your friends gives you headaches.
- Get +1 Shifty, but your friends tend to forget about you at times.
- Get a new angsty shadow warrior move, and your shadow sometimes has a mind of its own.
- Get a new angsty shadow warrior move, and you acquire a taste for a surface food.
- Get a move from another class.
- Get a move from another class.

Chosen Visitor

"It's called a cell phone. Where I come from everyone has them. And... there are special ones that shoot lightning. Seriously."

There you were, minding your own business, checking your cell phone, when you heard a voice in your head calling to you. "Please, save our world!" the voice pleaded. Whatever the voice was, it apparently wasn't willing to even wait for an answer, because you found yourself in this strange world full of magic and monsters. Maybe you just want to go home, or maybe you like it better here, where there are no subway trains to crowd into or exams to cram for. Either way you're going to make a mark on this new world.

Name

Family Name: Fujisawa, Hiraga, Inoue, Ishii, Mizuhara, Ryuuzaki, Takamichi, Tanaka

Female Given Name: Haruka, Hikaru, Kaori, Manami, Megumi, Umi

Male Given Name: Akira, Daichi, Hideki, Keiichi, Mamoru, Ryo, Takeshi

Look

Dewey eyes, mean eyes, spiky hair, long straight hair, bobbed hair, pigtails, glasses

Stiff-collared boys' high school uniform, dress shirt and tie, skirt and blazer, sailor fuku, track suit, cosplay outfit, everyday casual clothes, Harajuku fashion

Stats

- **Chosen Seer:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty +0
- **Ordinary Kid:** Bloody-minded -1, Charming +0, Eldritch +1, Mighty +0, Sane +1, Shifty -1
- **Plucky Hero:** Bloody-minded +1, Charming +0, Eldritch +0, Mighty +1, Sane -1, Shifty -1

Moves

You get all of the basic moves, plus two of the following chosen visitor moves.

OEarth Gadgets: You have some gadgets from earth that might come in handy here. Choose two gadgets. Each one does about what you'd expect it to (maybe more if you're creative), and you can use one (only one at a time) to get a +1 bonus to a roll once per session.

- Alluring Gym Clothes
- Digital Camera
- Mobile Phone
- Music Player
- Portable Game Machine
- Textbook

OEarth Knowledge: Your knowledge of science and such from earth, although basic back home, has a way of being useful in this new world. When you try to apply knowledge gained from living in a post-industrial society on Earth to a problem in the fantasy world, roll 2d6 + Shifty. On a hit you gain a clue towards a MacGuffin, or you find an unorthodox solution to a problem (though carrying it out won't necessarily be simple). On a 10+ you also get +1 forward to use whatever it is you discover.

OMarked as the Chosen One: Some innocuous thing you have (your school uniform, a piece of jewelry, the color of your eyes, etc.) is very unusual in this world, and marks you as the chosen one of legend. When you meet new people, roll 2d6 + Eldritch; on a 7-9 choose one, on a 10+ you get all 3.

- No one tries to attack, trick, or seduce you.
- Whether out of awe or fear, people offer you food, shelter, and assistance.
- No one spreads news about you where you wouldn't want it.

OMysterious Power: You manifested a strange power upon arriving in the fantasy world. Select one of the moves from other classes listed below. You can take this move a second time and gain a second move if you wish.

- Almighty Power (Pure Sacrifice)
- Big Bang (Explosive Mage)
- Healing Prayer (Nutjob Cleric)
- Legendary Sword (Dumb Fighter)
- Obnoxious Little Familiar (Explosive Mage)
- Ridiculously Strong (Half Dragon)

OSacred Machine: You have an ancient magical robot at your disposal. It will count as a MacGuffin for some major enemies, and you can roll 2d6 + Eldritch to *kick some ass*. However, you can only use it for one scene per session.

Temptations

Choose two temptations:

A Way Home, Food, Glory, Love, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ showed up on Earth and is somehow responsible for your predicament.
- _____ took a memento of home from you.
- _____ was so crazy about you being the Chosen One that you started avoiding them.
- _____ welcomed you when you first came to this world.
- An oracle told you that you have to find _____ to save the world.

Chosen Visitor Improvement

- Get +1 Eldritch, and you begin having strange visions.
- Get +1 Bloody-minded, and a vein in your forehead throbs when you get mad.
- Get +1 Charming, and your eyes have an alluring sparkle to them.
- Get +1 Mighty, and you can crack your knuckles loudly before a fight.
- Get +1 Sane, and you sigh a lot.
- Get +1 Shifty, and you're getting the hang of avoiding thieves.
- If you have the Earth Gadgets move, get two more gadgets. Your new gadgets arrive mysteriously and contain reminders of home.
- Get a new chosen visitor move, and someone reveals a prophecy about you.
- Get a new chosen visitor move, and you have visions of what's going on back home.
- Get a move from another class.
- Get a move from another class.

Conniving Thief

"Well if they didn't want it to be stolen they shouldn't have left it there with only nine guards!"

Adventurers seldom have great relationships with the law, but an out and out thief necessarily views the law as something for other people. There are a few who try to dress their profession up as "treasure hunting," but by and large a thief is someone who takes things that belong to others. It should go without saying that a thief isn't always the best traveling companion, especially if you're a fan of having your possessions stay where you left them and of not having party members show up on wanted posters. Of course, sometimes you really need someone who can steal from *bad* people. So that's okay then. You guess.

Name

Given Name: Cherry, Chocolate, James, Jasmine, Kim, Moz, Santiago, Sebastian, Sheila, Violet, Woodchuck

Family Name: Catgut, Cuervo, Gambino, Kemp, Montoya, Nachtmann, Quincy, Smith, Stingray

Look

Skinny, short, inexplicably spry, mousy urchin, scruffy ruffian, halfling, stray catgirl

Leather armor, lots of pockets, dressed in black, big supply of daggers, goggles, layer of grime

Stats

Choose one set:

- **Charming Knave:** Bloody-minded +0, Charming +1, Eldritch -1, Mighty -1, Sane +0, Shifty +1
- **Clever Treasure Hunter:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty +0, Sane -1, Shifty +1
- **Slimy Cutpurse:** Bloody-minded +1, Charming -1, Eldritch +0, Mighty +0, Sane -1, Shifty +1

Moves

You get all of the basic moves, plus *what's yours is mine* and one of the other following conniving thief moves.

● **What's Yours Is Mine:** When you try to steal something, roll 2d6 + Shifty. On a 7-9 choose 2. On a 10+ you get all 3.

- You steal the thing you were after.
- No one sees you doing it.
- You get clean away.

○ **Backstab:** You can roll 2d6 + Shifty to *kick some ass*.

○ **Lucky Bastard:** You have a certain kind of luck that most people would say you're profoundly undeserving of. Any time a move lets someone choose negative consequences for you, you can replace one (but only one) of the selections with one of the following:

- You roll on the snake eyes Random Event table. (Can't take this if you already rolled snake eyes.)
- The DM has one of your temptations show up in an inconvenient way.

○ **Not Me:** You have a particular knack for avoiding or shifting blame. If someone suspects you of wrongdoing, you can roll 2d6 + Charming to try to hide or shift the blame. On a miss they definitely figure out it was you. On a 7-9 there's some possible doubt, and on a 10+ no one could reasonably suspect you unless you yourself slip up.

○ **Sneaky Bastard:** When you're being stealthy, roll 2d6 + Shifty. On a 7-9 choose 1. On a 10+ you get all 3.

- No one notices you.
- You're able to get in somewhere before anyone notices anything's amiss.
- You get +1 forward to your next Shifty roll.

Temptations

Choose two temptations:

Bragging, Luxury, Money, Stealing, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ has inexplicably taken a liking to you.
- _____ helped you with a difficult heist for some reason.
- _____ is convinced you stole something from them.
- If you don't steal a certain valuable thing, _____ is going to come after you.
- Your bragging has caught _____'s attention.

Conniving Thief Improvement

- Get +1 Bloody-minded, and a vein throbs in your forehead when you're mad.
- Get +1 Charming, and you occasionally have people asking for autographs.
- Get +1 Eldritch, and one of your past associates reveals themselves to be involved in a powerful cult.
- Get +1 Sane, and it occurs to you that books are worth stealing too.
- Get +1 Shifty, and other thieves show you respect, after a fashion.
- Get +1 Mighty, and your weapons gleam dramatically.
- Get a new conniving thief move, and you start seeing more wanted posters of yourself.
- Get a new conniving thief move, and you start wearing a jaunty cap or scarf.
- Get a move from another class.
- Get a move from another class.

Dumb Fighter

"I don't really know what's going on, but he's the bad guy, right?"

Mages must learn their craft through intensive study, and so tend to look down on fighters who seemingly ply their trade by virtue of being made of meat. You kind of live up to that stereotype. The stuff your companions are trying to deal with doesn't always make much sense to you, but at least your sword can deal with the bad guys. Usually.

Name

Given Name: Adric, Carrot, Chuck, Dirk, Gil, Gillian, Janet, Katrina, Ken, Oliver, Lance, Leon, Victoria, William

Family Name: Archer, Ashford, Blacmanche, Flare, Harkness, Saucer, Stollen, Waterfield, Williams

Master of the (Favorite Weapon): Battle Axe, Broadsword, Katana, Long Sword, Spear, Sword and Shield, Two Short Swords

Look

Muscular, lithe, long blond hair, black hair in ponytail, wicked scar

Metal armor, tabard, loincloth and boots, chainmail bikini, intimidating weapon, ordinary weapon, cloak, shield

Stats

- **Big Bruiser:** Bloody-minded +1, Charming -1, Eldritch -1, Mighty +1, Sane +0, Shifty +0
- **Clever Swordsman:** Bloody-minded -1, Charming +0, Eldritch -1, Mighty +1, Sane +0, Shifty +1
- **Legendary Hero:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane -1, Shifty +0

Dumb Fighter Moves

You get all of the basic moves, plus two of the following dumb fighter moves.

OBerserker Rage: When you *kick some ass*, you can declare you're doing a berserker rage attack. On a hit you can use one of your selections to make all enemies in the immediate area fall down, but on a 7-9 you will fall down yourself at the end of the battle.

OLegendary Sword: Your sword is actually a special sword of legend. It always counts as being one clue closer to a MacGuffin.

OMeat Shield: If you put yourself in harm's way to protect someone else, roll 2d6 + Bloody-minded. On a 10+ you take the brunt of what they were going to take. On a 7-9, you fall down and the threat has only been temporarily held back.

OOblivious: When someone is trying to intimidate, manipulate, or scare you, roll 2d6 + Mighty. On a 10+ it has no effect. On a 7-9 you are troubled and distracted, but otherwise unaffected.

OWarrior's Charisma: You can roll 2d6 + Mighty to *trick an NPC*.

OWarrior's Insight: If you fight someone in melee combat, roll 2d6 + Shifty. On a hit you take +1 forward for fighting them, and on a 10+ you also get a *clue* about them.

Temptations

Choose two temptations:

Battle, Bragging, Food, Good Deeds, Women (or Men)

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ is a friendly rival you periodically brawl with.
- _____ is an adventuring companion you've been with through thick and thin.
- _____ is certain that you have a great destiny before you.
- _____ is constantly underestimating you.
- _____ looks up to you for your bravery.

Dumb Fighter Improvement

- Get +1 Mighty, and your weapon gleams dramatically when you prepare to do battle.
- Get +1 Bloody-minded, and a vein bulges in your forehead when you're angry.
- Get +1 Charming, and your armor tends to get damaged in conveniently revealing ways.
- Get +1 Sane, and your battle tactics are rather sensible.
- Get +1 Shifty, and your footwork in battle is particularly clever.
- Get a new dumb fighter move, and your weapon makes a dramatic metallic sound when you unsheathe it.
- Get a new dumb fighter move, and your battle cries become particularly impressive.
- Get a move from another class.
- Get a move from another class.

Explosive Mage

"That was the last slice of cake! Now I'm really mad! FLAME TEMPEST!"

You don't look like much. If anything you look like some weirdo with a bad dress sense. But people who cross you have a way of blowing up. Most wizards seek apprentices who will use their magic for the betterment of the world, but some just want to run around making things explode for fun and profit. When someone like that is in the area, people learn really quickly to stay the hell away if they can help it.

Name

Given Name: Anubis, Ashram, Diana, Emil, Galvan, Light, Louise, Luna, Lyrica, Magnus, Melanie, Mina, Sol

Family Name: Astraios, Bishop, Elric, Felicitas, Françoise, Hyperion, Inverse, Mercury, Pax, Tesla, Vallière, Varga

Master of the (Favorite Spell): Flame Tempest, Meteor Swarm, Fire Ball, Ice Storm, Thunder Blitz, Wrath of Abraxas, Halloween

Look

Elf, redhead, intense eyes, long blond hair, strangely colored eyes

Cloak, gothic Lolita, ornate staff, scantily clad, skull motif, witch hat, occult jewelry, colorful clothes

Magic staff, magic wand, mystic grimoire, eldritch orb, celestial calligraphy

Stats

- **Sexy Sorceress:** Bloody-Minded +0, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty -1
- **Sneaky Mage:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +1
- **Mystic Maniac:** Bloody-Minded +1, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +0

Moves

You get all of the basic moves, plus *big bang*, *medium bang*, and one other explosive mage move.

● **Big Bang:** You toss out a really big, destructive spell. To use this move you have to either spend a Guts point or Fall Down immediately after using it. If you spend a Guts point you do not have to roll to not go crazy, because you're already doing something crazy.

Roll 2d6 + Eldritch. On a 7-9 choose 1. On a 10+ choose 3. On a miss you get none, and look like an idiot.

- You make any enemies in the area fall down (unless you need a MacGuffin to beat them).
- You cast the spell without causing massive collateral damage.
- You cast the spell without harming any of your allies.

● **Medium Bang:** You can roll with Eldritch instead of Mighty to *kick some ass*.

○ **Bloody-Minded Fool:** You gain +1 Bloody-minded.

○ **Dangerous Reputation:** When ordinary people become aware of who you are and what you can do, roll 2d6 + Eldritch. On a 10+ they will flee in terror if you show the slightest sign of aggression. On a 7-9 they'll be shaking in their boots, but someone will try to act against you if they think they can get away with it.

○ **Obnoxious Little Familiar:** You have some kind of creature magically bound to you that can help you out. Decide what it looks like (cat, raven, frog, elemental spirit, pixie, etc.) and what its personality is like (fawning, argumentative, lazy, hedonistic, pragmatic, etc.) When you send your familiar on an errand, roll 2d6 + Charming. On a miss your familiar ignores you, screws up, or draws unwanted attention. On a 7-9 your familiar more or less gets it right, but some aspect of the errand doesn't turn out right. On a 10+ your familiar actually does it right.

○ **Weird Little Cantrips:** You can roll 2d6 + Eldritch try to accomplish a mundane task with gratuitous magic. On a 10+ it works perfectly. On a 7-9 it works, but it's flawed and obviously unnatural in some way.

Temptations

Choose two temptations:

Bragging, Food, Lore, Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ wants you to perform a powerful and dangerous spell.
- _____ was in the same magic school or apprenticeship as you (though if they can't use magic it obviously didn't work out for them, presumably because of something *you* did).
- You accidentally blew up something important belonging to _____.
- You and _____ have been adventuring for a while, and you've been together through thick and thin.
- You know that _____ could be useful in a very powerful ritual.

Explosive Mage Improvement

- Get +1 Bloody-minded, and your eyes glow red when you're mad.
- Get +1 Charming, and you start wearing a new piece of occult jewelry.
- Get +1 Eldritch, and your eyes glow whenever you use powerful spells.
- Get +1 Mighty, and your physical feats are accompanied by sparks of magical power.
- Get +1 Sane, and you start making calculations for your spells.
- Get +1 Shifty, and your shadow sometimes has a mind of its own.
- Get a new explosive mage move, and your body is marked with mystic runes.
- Get a new explosive mage move, and your hand motions leave afterimages when you cast spells.
- Get a move from another class.
- Get a move from another class.

Half Dragon

"He made fun of me because I have a tail! This is the worst day ever!"

Unions between humans and dragons are a rare thing, not because such a mating is difficult, but because it starts up all kinds of gossip and humiliation. Humans are scared of half-dragons, and dragons tend to snicker whenever they learn that one of their kind has deigned to copulate with a human. Despite having really weird parents, you've made the best of your mixed heritage, and now it's time for you to go out and pursue your own dreams!

Name

Alexander, Cici, Draco, George, Helios, Jezebel, Long, Naga, Pink, Sol, Spark, Tatsu, Tia, Tim, Vex

Look

Catlike eyes, dragon tail, horns, wild hair, wings, fangs, fin ears, unusually brightly colored hair

Battle bikini (or loincloth), dragon armor, scraps of hide, casual clothes

Stats

Choose one set:

- **Good-Natured Half-Dragon:** Bloody-Minded -1, Charming +1, Eldritch -1, Mighty +1, Sane +0, Shifty -1
- **Little Monster:** Bloody-Minded +1, Charming +0, Eldritch +0, Mighty +1, Sane -1, Shifty -1
- **Sexy Dynamite:** Bloody-Minded +1, Charming +0, Eldritch -1, Mighty +1, Sane -1, Shifty +0

Moves

You get all of the basic moves, plus two of the following half dragon moves.

ODraconic Charisma: You gain +1Charming.

ODraconic Fear Aura: When you try to scare someone (or you just do something scary), roll 2d6 + Charming. On a 7-9 choose 1, on a 10+ choose 2.

- They run away from you.
- They don't try to act against you any time soon.
- They're paralyzed by fear.

ODragon Wings: You have wings that let you fly. You can roll 2d6 + Mighty to *run away*, and flying lets you get to places you wouldn't normally be able to.

OFamily Hoard: You have access to your draconic parent's treasure hoard. When you take something you want or use gold from the hoard to buy something, roll 2d6 + Charming. On a miss your parent delivers some kind of punishment. On a hit you're able to get the thing you want, but on a 7-9 you attract unwanted attention in the process.

OFire Breath: You inherited your draconic parent's ability to breathe fire. When you use this, roll 2d6 + Mighty. On a miss you cough up some smoke. On a 7-9 you get 1, and on a 10+ you get all 3.

- You make an enemy or group of enemies fall down.
- You don't cause any collateral damage to your allies.
- You intimidate your enemies.

ORidiculously Strong: You are staggeringly strong. When you attempt a feat of strength, roll 2d6 + Mighty. On a miss you break something, but not in a useful way. On a hit you get 1, and on a 10+ you look cool doing it and can intimidate others nearby.

- You destroy an inanimate object, regardless of how durable it might have seemed.
- You can carry something heavy, regardless of how heavy it might be.
- You throw something an impressive distance.
- You restrain someone or something, but this means you can't do anything else while you hold them.

Temptations

Choose two temptations:

Affection, Food, Glory, Good Deeds, Love

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ fears you will interfere with their plans.
- _____ was in love with one of your parents, and bears a grudge against your other parent.
- _____'s parents asked you to take good care of them.
- You're avoiding _____ because they seem to want to do something untoward to you.
- You're hopelessly in love with _____.

Half Dragon Improvement

- Get +1 Mighty, and a knight declares he's going to slay a dragon whose description sounds a lot like you.
- Get +1 Charming, and your healthy skin positively gleams.
- Get +1 Eldritch, and one of the ancient dragons reveals himself to you.
- Get +1 Bloody-minded, and smoke comes out of your nose and ears when you're mad.
- Get +1 Sane, and you get a bit better at not breaking things.
- Get +1 Shifty, and your tail swishes around when you don't mean it to.
- Get a new half dragon move, and you have an urge to sleep curled up on a pile of gold.
- Get a new half dragon move, and someone reveals some kind of prophecy about you.
- Get a move from another class.
- Get a move from another class.

Mad Warlord

"I suppose my legend will have rooms for companions. You may join me."

Perhaps even more important than warriors are those with the skill to command them. The great battle commanders are known as warlords, men and women whose charisma, tactical acumen, and bloody-minded persistence make them devastating opponents. No warlord is a "normal" person per se, but some are pretty out there. Adventuring with one of these nutjobs is a mixed bag. On the one hand they're usually scarily competent at leading warriors into battle and ensuring that no enemies are left standing. On the other hand, most of them are a little too willing to do just that, and some have... unorthodox methods of motivating their troops.

Name

Given Name: Alexandria, Brigitta, Demetrius, Evangeline, Gabriela, Hugo, Isabella, Lucas, Octavia, Roland, Rufus, Vladimir

Family Name: Alexandrov, Aragon, Castillo, Dragonsbane, Kaltenbach, Lyons, Petrov, Vasconcelos, Walker, Zarides

Commander of the (Military Unit): Black Sheep, Blood Sharks, Crimson Lancers, Dragon Fangs, Hydras, Night Stalkers, Red Scorpions, Wolf Pack Battalion

Look

Sharp blue eyes, piercing black eyes, platinum blond hair, slicked back black hair, war paint, wicked grin

White dress, silver chainmail, crisp military uniform with epaulets, skull-laden demonic warlord gear, savage hide armor

Ornate long sword, whip, shield with family crest, cavalry saber, military banner, giant war hammer, hook sword, riding crop

Stats

- **Brutal Captain:** Bloody-minded +1, Charming +0, Eldritch -1, Mighty +1, Sane -1, Shifty +0
- **Captain Charisma:** Bloody-minded +0, Charming +1, Eldritch +0, Mighty +1, Sane -1, Shifty -1
- **War Diva:** Bloody-minded +1, Charming +1, Eldritch -1, Mighty +0, Sane -1, Shifty +0

Moves

You get all of the basic moves, plus two of the following mad warlord moves.

OFighting Men: You have a small squad of nameless soldiers at your command. You can effectively use them as your weapon when you *kick some ass*, as long as you can communicate with them. In a situation where you would fall down, you can roll 2d6 + Charming; on a hit they take the attack and fall down in your place, but on a 7-9 they're out of commission for the rest of the session.

OMaster Tactician: Your keen insight lets you read an opponent as few can. If you take a moment to observe an opponent, roll 2d6 + Charming. On a 7-9 choose 1, on a 10+ choose 3, and on a miss you start to get a bit of a headache.

- You gain a *clue* about them.
- You notice something embarrassing about them.
- You or an ally of your choice get +1forward against them.
- You figure out what they're going to do next.

OSpring the Trap: Your mind is always working hard to craft schemes to bring down your enemies. If you declare that you're springing a trap you must've laid earlier, roll 2d6 + Bloody-minded. On a miss you fall into a trap of some kind yourself. On a hit you can make an enemy or enemy mob fall down or become trapped or delayed. On a 10+ you get a *clue* about them as well.

OVicious Taunt: You really know how to make an insult that hurts and digs deep. When you deliver a vicious taunt to someone, roll 2d6 + Bloody-minded. On a miss they brush it off and you come off as kind of dumb. On a 7-9 choose 1, and on a 10+ choose 3.

- The target inadvertently reveals something by how they react.
- The target takes -1forward (if a player character), or grants +1forward to the next character who acts against them (if an NPC).
- The target stumbles at a critical moment.
- The target is publicly humiliated.

OWhip Into Shape: You have a way of inspiring people to keep going, whether with inspiring speeches, barbed insults, or just corporal punishment. If someone has fallen down and you encourage or berate them into getting up again, spend a Guts point and roll 2d6 + Bloody-minded. On a hit they get up again. On a 7-9 choose 1:

- They get to do one thing before they fall down again.
- They take -1ongoing for the rest of the scene.
- They promptly have a Stress Explosion.

Temptations

Choose two temptations:

Glory, Honor, Men (or Women), Money, Power

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ gets suckered in by your charisma, but doesn't want to admit it.
- _____ is your biggest fan.
- _____ served with you during the war.
- For glory and pride, you must acquire _____ at all costs.
- You were supposed to receive _____ as a reward for your service in the army.

Mad Warlord Improvement

- Get +1 Charming, and there is a manic gleam in your eyes.
- Get +1 Bloody-minded, and your eyes glow red when you're mad.
- Get +1 Eldritch, and you come across some kind of artifact.
- Get +1 Mighty, and an annoying troupe of minstrels sings your praises.
- Get +1 Sane, and your friends know to back off when you get *that* look in your eyes.
- Get +1 Shifty, and you start seeing your picture on wanted posters now and then.
- Get a new mad warlord move, and someone gives you a magnificent mount.
- Get a new mad warlord move, and your full armor is positively dazzling when you go to battle.
- Get a move from another class.
- Get a move from another class.

Nutjob Cleric

"The King of the Sky watches over all of us! Even you! Yes, you! Right there! No, the one to his left!"

Some people don't take religion too seriously. Others take it very seriously. A few just take it way too far. Most priests are content to hold worship services, inscribe manuscripts, and pray a bunch. Clerics prefer a more hands-on approach to religion, going into battle to serve their gods with blazing divine power. Normal people find comfort in religion, normal clergy find a calling in religion, and clerics believe everything with a burning certainty that make other church officials wonder if the whole thing is really a good idea.

Name

Given Name: Amelia, Bridget, Celestine, Clarice, Edmund, Elena, Illuminata, Lena, Maximus, William, Zephyrinus

Family Name: Becker, Churchton, Crosburg, Pelagius, Seirann, Valentine, Vitalian, Wagner, Zymunt

Look

Crazy girl, mustachioed freak, pretty boy, intense eyes, wild hair, flowing blond hair

White robes, holy symbols, giant holy book, staff, nun habit, chainmail, mace

Stats

- **Battle Priest:** Bloody-Minded +0, Charming +0, Eldritch +1, Mighty +1, Sane -1, Shifty -1
- **Holy Invoker:** Bloody-Minded +1, Charming -1, Eldritch +1, Mighty +0, Sane -1, Shifty +0
- **Mad Preacher:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty +0, Sane -1, Shifty -1

Moves

You get all of the basic moves, plus two of the following nutjob cleric moves.

○Healing Prayer: If someone has fallen down and you use a healing spell to help them, spend a Guts point and roll 2d6 + Eldritch. On a hit they get up again. On a 7-9 choose 1:

- They're filled with excessive holy vigor, and must try to *kick some ass* against the nearest evildoer they see (or think they see).
- The healing has some embarrassing side effect. The subject changes color, is only able to say one word, sprouts a funny-looking horn, or similar for the rest of the scene.
- They promptly have a Stress Explosion.

○Justice Fist: Your strong faith lends might to your fist, which can crush sin and wickedness. Or in other words, you can roll 2d6 + Bloody-minded to *kick some ass*. But try to be all holier-than-thou about it.

○Mad Eyes: Whether you intend it that way or not, you have a way of scaring off people you stare down. When you stare someone down, roll 2d6 + Bloody-minded. On a miss your staring and ranting make you look foolish. On a 7-9 they're given pause and take -1 forward or are put at a disadvantage. On a 10+ they take -1 ongoing as long as you can keep staring at them.

○Punish the Wicked: When someone is trying to overcome a temptation, you can roll 2d6 + Bloody-minded to interpose and punish them. On a miss you gain their temptation too for the rest of the scene. On a 7-9 you manage to put them off whatever was tempting them for the rest of the scene. On a 10+ you put them off of it for the rest of the session.

○Shield Spell: You can roll 2d6 + Eldritch to create a magical shield to protect someone from danger. On a miss your shield is badly placed or otherwise ineffective. On a 10+ it completely protects them from harm. On a 7-9 they're more or less protected, but choose one:

- They're much worse for wear.
- The spell temporarily marks them in some way.
- They have a Stress Explosion.

Temptations

Choose two temptations:

Food, Glory, Good Deeds, Justice, Preaching

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ doesn't share your religion, and you routinely end up in arguments about it.
- _____ has insulted your god, and you haven't forgiven them yet.
- _____ knew you before you became a priest, and has watched your descent into insanity.
- A vision has led you to believe you must protect _____.
- Your god commanded you to do something about _____.

Nutjob Cleric Improvement

- Get +1 Bloody-minded, and your booming voice carries even further.
- Get +1 Charming, and your clothes stay exceptionally clean and pure.
- Get +1 Eldritch, and you emit a white glow when you use magic.
- Get +1 Mighty, and you gain a penchant for head-butting enemies.
- Get +1 Sane, and your holy visions become less frequent.
- Get +1 Shifty, and your swift feed kick up a righteous cloud of dust when you make a tactical withdrawal.
- Get a new nutjob cleric move, and you discover an ancient holy relic.
- Get a new nutjob cleric move, and you are the recipient of a prophecy.
- Get a move from another class.
- Get a move from another class.

Pure Sacrifice

"If I cannot reach the Dragon Altar before the Demon Lord, this world will be doomed. Please, you must take me there safely. I only have five or six trunks to bring with me..."

Whether by circumstance or divinely inscribed destiny, history periodically furnishes individuals who (apparently) must sacrifice themselves for the greater good. Such innocent princesses, priestesses, or maidens (or princes, priests, or young men) can wield terrible divine power, but desperately need protection until the time comes to fulfill their destinies.

Name

Title: Brother/Sister, Cantor, High Priest/Priestess, Holy Virgin, Lady/Lord, Maiden of the Sun, Of the Morning Star, The Oracle, Prince/Princess

Given Name: Andromeda, Aurora, Caelum, Celestia, Charles, Charlotte, Claire, Cygnus, Emeraude, Euphemia, Henry, Marie, Ophiuchus, Orion, Rosette

Look

Flowing blond hair, doe-eyed, strange rune mark, starry eyes, occasionally glows, mysterious tattoo, elf, elaborate makeup

Pure white dress, white robe, traveling clothes, tiara, magic staff, ornate jewelry, veil

Stats

- **Holy Dancer:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty +0
- **Pure Divinity:** Bloody-minded +0, Charming +1, Eldritch +0, Mighty -1, Sane +1, Shifty +0
- **Willful Scion:** Bloody-minded +0, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +1

Moves

You get all of the basic moves, plus two of the following pure sacrifice moves.

○Almighty Power: You can call down divine wrath to smite your enemies. Roll 2d6 + Charming. On a miss the divine is not with you and you fall down. On a hit your power makes any minor enemies in the area fall down. On a 7-9 choose one. On a 10+ you get both.

- You are able to use this power without falling down yourself.
- You are able to use this power without harming any of your allies in the area.

○Blood of Prophecy: Your blood contains magical power. If you shed blood, it can count as a clue towards a MacGuffin, or give someone else +1forward for any use of magic, but you will take -1ongoing for the rest of the scene. You can do this a second time in a scene, but you will fall down.

○Bondage-Prone: You're entirely too accustomed to being tied up. The DM can declare by fiat that you've been captured by bad guys, and you gain a Guts point when you get free. When you're captured and you try to use the situation to your advantage, roll 2d6 + Shifty to. On a 7-9 choose 1, on a 10+ choose 3.

- You manage to loosen your bonds at a critical moment.
- If you aren't restrained (or if you use the selection above to get free), you get +1forward to *run away*.
- You distract your captors at a critical moment.
- You learn some useful information from your captors.

○Damsel in Distress: Being so frequently captured and such, you have a knack for playing the damsel in distress and motivating any nearby heroes to come to your aid. Roll 2d6 + Charming. On a miss your entreaties come across as annoying. On a hit, anyone trying to rescue you gets +1forward. On a 7-9 choose 1, on a 10+ you get both.

- You don't attract undue attention from the bad guys.
- You yourself don't get an immediate reprisal from the bad guys.

○Mad Oracle: When you enter a trance and make a pronouncement about the future, roll 2d6 + Eldritch. On a miss whatever higher power grants you these visions has told you something that seems unlikely and frankly kind of stupid. On a 7-9 roll on the snake eyes random event table. On a 10+ roll on the boxcars random event table. On a hit, whatever you roll on the corresponding random event table will turn out to be true, though possibly in a weird, convoluted way. If you roll boxcars on this move, you can roll *twice* on the boxcars random event table and pick one of the two entries.

○Royal Privilege: You can use your impressive rank to open doors where you might not be able to otherwise. You can roll 2d6 + Charming to *buy stuff*, but on a miss your identity is revealed and this creates enough of a ruckus that your purchase kind of gets forgotten, and on a 7-9 the DM may declare that you attracted unwanted attention in place of one of the two *buy stuff* bullet point options.

○Save Me! Your ability to motivate others to come to your aid lets you give your Guts points to others if they're trying to rescue or protect you.

Temptations

Choose two temptations:

Fatalism, Love, Lust, Prayer, Wealth

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ has a crush on you.
- _____ is secretly plotting to sacrifice you.
- _____ is your sworn protector.
- You know you need _____ in order to fulfill your destiny.
- You really don't understand what's going on with _____, but something's wrong.

Pure Sacrifice Improvement

- Get +1 Bloody-minded, and your moods sometimes affect the weather.
- Get +1 Charming, and your eyes take on a dramatic sparkle.
- Get +1 Eldritch, and a glowing magic circle appears on the ground when you use your powers.
- Get +1 Mighty, because sometimes you've got to do things yourself.
- Get +1 Sane, and when things get to you, you stop, close your eyes, and take a deep breath.
- Get +1 Shifty, and you have a talent for shuffling away when no one's looking.
- Get a new pure sacrifice move, and you discover a new fragment of the prophecy.
- Get a new pure sacrifice move, and a higher power sends you a message.
- Get a move from another class.
- Get a move from another class.

Tweaky Shaman

"The spirits say you're a big fat jerk!"

Deep in the wilderness there are primitive people who live close to nature, the wild elves, the catfolk, and the barbarian tribes. You were special; you grew up with the spirits your constant companions. This has made even other members of your tribe find you a bit weird and off-putting, which in turn has made you become that much more lonely and eccentric. It's a vicious cycle. But these adventurers, who are always running around and doing neat stuff? They're already weird, so you fit right in with them.

Name

Amal, Fam, Lia, Mao, Nisha, Oak, Ram, Rui, Sheena, Thalia, Viren, Willow

Look

Messy hair, cat eyes, pointed ears, cat tail, bright green hair

Skimpy jungle garb, gnarled wooden staff, tiger skin, giant boomerang

Stats

- **Adorable Wild Child:** Bloody-minded +0, Charming +1, Eldritch +1, Mighty -1, Sane +0, Shifty -1
- **Feral Weirdo:** Bloody-minded +1, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +0
- **Noble Druid:** Bloody-minded -1, Charming +1, Eldritch +1, Mighty +0, Sane +0, Shifty -1

Tweaky Shaman Moves

You get all of the basic moves, plus two of the following tweaky shaman moves.

○ **Animality:** You can transform into some kind of fearsome Avatar of Nature's Wrath. You can decide when this is on or off. When it's on, you can roll 2d6 + Eldritch to *kick some ass*, you take +1 ongoing to *defy danger*, and you take -1 ongoing to anything that requires subtlety. If you fall down while in this form you can't use it during the next scene.

○ **Animal Companion:** You have an animal friend who follows you around. This is a non-magical animal, though more clever than normal and very loyal to you. Decide what kind of animal it is (wildcat, wolf, eagle, squirrel, etc.), its general temperament, and name. Pick one thing your companion can do for you from the list below. You can take this move a second time to get another thing from the list.

- Your companion can shield you from danger. Once per session if you're going to fall down your companion can sacrifice themselves and fall down in your place.
- Your companion can fight for you. When they do, you can roll 2d6 + Charming to *kick some ass*.
- Your companion can scout and track for you. When they look for something for you, roll 2d6 + Charming. On a miss they don't find anything or find a false positive. On a 7-9 they get on the trail of what you're looking for, and on a 10+ they quickly spot it.

○ **Animal Friends:** You possess the ability to talk to animals, though they don't always have something useful to say. If you try to get information from the local wildlife, roll 2d6 + Charming. On a miss they rebuff you or waste your time talking about trivialities. On a 7-9 ask 1, on a 10+ ask 3.

- What people have been around here?
- What has been harming the natural world here?
- What has the weather been like?
- Have you seen anything unnatural?
- Can you please bring me something to eat?

○ **Savage Curse:** When you give in to bad stereotypes and *put a terrible curse on someone*, roll 2d6 + Eldritch. On a 7-9 hold 1, on a 10+ hold 3. On a miss the DM holds 1 on you. You can spend a hold to afflict them with any of the things listed below for the rest of the scene. You lose these holds if you don't use them by the end of the session.

- They spontaneously develop some kind of skin condition or similar affliction.
- Their voice changes, they start speaking a foreign language, or they start spewing gibberish.
- They transform into the opposite sex, a different race, or similar.

○ **Spirit Friends:** You can call on nature spirits to aid you in your adventures. When faced with a physical or magical obstacle you can roll 2d6 + Charming. On a hit the spirits deal with it for you, but on a 7-9 the DM chooses 1:

- It was particularly conspicuous.
- Getting through will still be time-consuming.
- The spirits didn't like doing that, and you take -1 forward.

○ **Storm Spirits:** Though you are loathe to do so (or ought to be), you can call down the destructive spirits of storms to strike down your foes. Roll 2d6 + Eldritch and spend a Guts point. On a miss the spirits get irritated and zap you (which is painful and conspicuous, but doesn't make you fall down). On a hit the power of the elements makes any enemies in the area fall down, but on a 7-9 the DM chooses one:

- The area becomes extremely difficult to navigate.
- Something important is destroyed or lost.
- The characters are separated from one another.

Temptations

Choose two temptations:

Affection, Food, Lore, Love, Protecting Nature

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ is kind of a jerk about how they treat nature.
- _____ is your bestest friend ever and you'd be totally lost without them.
- The spirits told you that _____ is in great danger.
- You and _____ are bound together by a strange ritual.
- You rescued _____ when they were stranded in the wilderness.

Tweaky Shaman Improvement

- Get +1 Eldritch, and your eyes glow with an unearthly light when you commune with the spirits.
- Get +1 Charming, and you become a bit more lithe and attractive in a feral kind of way.
- Get +1 Bloody-minded, and your fangs show when you grimace.
- Get +1 Mighty, and you bite when you're mad.
- Get +1 Sane, and every now and then you stop to drink in the beauty of nature.
- Get +1 Shifty, and you have a habit of pouncing on things.
- Get a new tweaky shaman move, and the spirits tell you that something has them worried.
- Get a new tweaky shaman move, and plants always seem a bit healthier around you.
- Get a move from another class.
- Get a move from another class.

Useless Bard

"And now to commemorate our grand victory, I shall compose an original song, praising—Please stop hitting me!"

A bard is a poet, minstrel, and storyteller all rolled into one. Their craft takes many years of training as well as a certain natural talent. And yet, surprising no one at all, a bard is not a terribly useful adventuring companion. Oh, you try your best. You chronicle your friends' exploits, do your best to inspire them to great deeds, and even put yourself in harm's way, but somehow it seems like the best you can be is the world's punching bag. Yours is not a happy lot in life, but you're not going to give up!

Name

Given Name: Anton, Calanon, Camille, Canter, Edward, Elan, Eleniel, Gustave, Melody, Octague, Paulette, Penelope

Family Name: Ayrshire, Camus, Chevalier, Dubois, Galliard, Menard, Orleans, Shakespeare, Taliesin, Trudeau

Look

Slender, effeminate, long blond hair, excessive makeup

Prissy minstrel, rock star, court jester with bells, ridiculous frills, top hat, foppish clothes, scruffy skald

Lute, magic wand, flute, guitar, microphone, keytar, songbook, jester's wand with bells, puppet

Stats

- **Fragile Rock Star:** Bloody-Minded +1, Charming +1, Eldritch +0, Mighty -1, Sane +0, Shifty -1
- **Prissy Minstrel:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty -1, Sane -1, Shifty +0
- **Unrelenting Bard:** Bloody-Minded +1, Charming +0, Eldritch +1, Mighty +0, Sane -1, Shifty -1

Moves

You get all of the basic moves, plus two of the following useless bard moves.

○ **Annoying Song:** When you give a musical performance, you can be pretty amazingly irritating to listen to. Roll 2d6 + Eldritch. On a miss someone has an urge to hit you. On a 10+ everyone else in the area is incapacitated unless they can *defy danger*, and delicate objects may break. On a 7-9 pick one:

- You draw attention from others to yourself.
- Your music breaks something delicate.

○ **Eerie Stamina:** If you've fallen down, roll 2d6 + Bloody-minded. On a hit you can briefly get up again, but collapse again a short while later. On a 7-9 you look like a terrible mess too. On a miss you can't use this move again for the rest of the scene.

○ **Lullaby:** Although you don't mean it to turn out that way, you have a knack for putting people to sleep, probably by reciting what's supposed to be a rousing epic poem. Roll 2d6 + Eldritch; on a miss someone will most likely tell you to shut up. On a 7-9 you can put people to sleep if they're already tired, and on a 10+ you can put people to sleep regardless of what's going on. Anyone put to sleep by this will wake pretty easily though, especially if someone tries to do something violent to them.

○ **Pitiful Tears:** When someone is about to do violence to you, you can try to whine your way out of it. Roll 2d6 + Shifty. On a 10+ they realize you're not worth it and don't bother hitting you. On a 7-9 they try to capture you, tie you up, or similar instead.

○ **Punching Bag:** If you get in the way of someone else coming to harm, roll 2d6 + Bloody-minded. On a 10+ you take the brunt of whatever would've affected them. On a 7-9 you also definitely fall down and look stupid. However, on a hit you take -1 forward.

Temptations

Choose two temptations:

Bragging, Drinking, Performing, Romance, Telling Lies

Your Heart's Desire

Pick one of your temptations and write down something more specific that you really, really want.

Story Threads

- _____ barely tolerates you because you've proven useful every once in a while.
- _____ kind of likes you but doesn't want to admit it.
- _____ smacks you around on a regular basis.
- You know a song that is of great interest to _____.
- You know the songs about _____, much to their chagrin.

Useless Bard Improvement

- Get +1 Bloody-minded, and your voice carries even further.
- Get +1 Charming, and your eyes sparkle when you're emotional.
- Get +1 Eldritch, and you discover a long-forgotten song.
- Get +1 Mighty, and you're surrounded by a red aura when you're mad.
- Get +1 Sane, and your grasp of rhyme and meter suddenly improves.
- Get +1 Shifty, and you learn to speak particularly quickly to finish a poem in a hurry.
- Get a new useless bard move, and you acquire a knack for quickly replacing broken instruments.
- Get a new useless bard move, and you uncover a lost epic poem.
- Get a move from another class.
- Get a move from another class.