

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)*

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

- _____
- _____
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- _____

Reflection



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

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

- Bloodthirsty:** Your weapon inflicts deep, jagged, or traumatic wounds. Add +1 to all attack rolls, but you must always strike to kill.
- 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 harm to a target when used in an attack.
- Ghost Blade:** Summon your weapon each time you need it. It cannot be parried or blocked, as it strikes to the soul of living things. You can also strike intangible opponents.
- Honed:** Your weapon can cut or break any non-magical material.
- Independant:** Your weapon is capable of attacking on its own. You always have “inflict harm” as a hit 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.

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

Attack an enemy larger, stronger, or more numerous than you are.

On any hit (7+), inflict three harm on the enemy(s). *(These can be spread out among multiple targets.)*

- **On a 10+,** inflict +1 harm on each target. Remove one stress on yourself or mark reflection.
- **On a 7-9,** give the GM +2 threat.

On a miss (6 or less), inflict one harm on a target. The GM makes a move. Mark reflection and take a new bane “*When facing <target> again...*”

Play the Blade to:

- Take the lead in most combats
- Remember & reconcile your childhood journey
- Slay your demons (both real and metaphorical)
- 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)*

- _____
- _____
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Reflection



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

Gift: Heart of the Realm Amulet

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

Choose one other ability it grants to you:

- Carry the Burdens:** When doing a hard task, dirty job, or menial labor you may mark any # stress to add # 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:** You can make a target not engaged in combat fall asleep with a soft song or gentle touch. Only loud noises, physical pain, or significant jostling will awaken them.
- Unicorn’s Blessing:** You may cure a 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 hit (7+), you or your target clears all harm and revives *(if incapacitated)*. If unharmed, they may remove all stress, instead.

- **On a 10+**, each other companion (including you) may also remove one stress or clear their highest harm.
- **On a 7-9**, give the GM +2 threat.

On a miss (6 or less), your target removes two stress. The GM makes a move. Mark reflection and take the Bane “*When alone with <target>...*”

Play the Heart to:

- Nurture and care for your companions
- Remember & reconcile your childhood journey
- Protect 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 AtC moves
If filled, clear all to gain a new tether / unburn 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:** Look into a person's eye, and you can know their immediate wants, needs, or desires. Gain +1 when using this to convince or entice them.
- Well Connected:** Touch a target and you can know their name and profession, as well as who they last interacted with. Gain +1 to convince others that you know them too.

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. Give the GM +2 threat.

On a miss (6 or less), your target is stunned for a single round. The GM makes a move. Mark reflection and gain the Bane, *"When interacting with <target> again..."*

Play the Mask to:

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

QUILL



Name: _____

Inner Child Aptitude: _____

Adult Vocation: _____

Harm

Stress

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

○ ○ ○ ○ ○
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 AtC moves
 If filled, clear all to gain a new tether / unburn 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 deciphered in this tome.* Read them aloud to cast, you do not need to concentrate to maintain your spells.

Mark +1 stress to affect one additional target (repeatable). You must share the move's mechanical effect across all targets (inflict harm, block move, etc.)

- Astral Pockets
- Control Weather
- Create Illusion
- Destroy Object
- Duplicate Object
- Entangle Foe
- Forcefield
- Hypnotize Monster
- Levitate Self
- Magical Attack
- Manipulate Chosen Element
- Pop-Up Shelter
- Repair or Bond Item
- Scrying / Far Seeing
- Sense Magic
- Summon Minor Elemental
- Talk to Animals
- Telekinesis
- Unlock
- X-Ray Vision

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 miss *(6 or less)*, ask the GM one yes or no question. Mark reflection. Gain the Bane *"When facing <target of the lore>..."*

Play the Quill to:

- Discover hidden secrets about the Realm
- Share your knowledge, wisdom, and theories
- Remember & reconcile your childhood journey
- 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 AtC moves
If filled, clear all to gain a new tether / unburn tether*

Gift: Cloak of Shadows

You may step into the shadowlands, becoming completely invisible and incorporeal to others. In the shadowlands, you cannot move or alter material things. Spend a hope to whisper a message out of the shadows.

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:** Your movements make no sound and you are harder to spot in shadow. 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 anyone you can see.
- Veil the Mind:** You can cloak an onlooker's memory, unable to remember your presence/activities (after you have left the scene.) Mark 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 harm on a single target and are not caught doing so.
- **On a 7-9**, you silently inflict three harm on a single target but it will be clear that you attacked. Give the GM +2 threat.

On a miss (6 or less), inflict one harm on a single target. The GM makes a move. Mark reflection and take the Bane "*When facing <target> again...*"

Play the Shadow to:

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

TOWER



Name: _____

Inner Child Aptitude: _____

Adult Vocation: _____

Harm

- Bruised *-1 to all moves*
- Battered *-2 to all moves*
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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 AtC moves
If filled, clear all to gain a new tether / unburn 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, 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 this round*” as a hit effect on ANY basic move.
- Like a River:** You never tire and can always keep moving. Gain +1 on non-combat moves that require significant or 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 this round*” as a hit effect on ANY basic 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 hit (7+), each companion *(including you)* may chose to remove one stress, mark reflection, or gain +1 to their next move.

- **On a 10+,** every companion gets +1 more to their next move.
- **On a 7-9,** give the GM +2 threat.

On a miss (6 or less), add +2 hope to the table. The GM makes a move. Mark reflection and gain the bane, “*When facing <adversary/obstacle> again...*”

Play the Tower to:

- Protect those around you, no matter the cost
- Trudge on despite the hardships
- Remember & reconcile your childhood
- Find the moments 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)*

- _____
- _____
- _____
- _____
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- _____

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

Reflection



*Spend 1 to trigger AtC moves
If filled, clear all to gain a new tether / unburn 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 +1 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:** You can send your lantern flames out to highlight, distract, confuse, or lead targets where you want them to go. Gain "inflict harm" as a hit effect on any move when 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 possible ways to achieve that goal and what obstacle(s) stand in your way. Add +2 hope..
- **On 7-9**, the GM replies with two possible paths, but no details about the obstacles ahead. Add +1 hope to the table. Give the GM +2 threat.

On a miss *(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 and take the Bane, "*When traveling in <place> ...*"

Play the Watcher to:

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