

LOOKS
Bushy / trimmed, sculpted /
twisty, sanded / bumpy, shambling
/ precise, knotwork / pyrograph

REGION / CULTURE
Pocket / City

MOTIVATIONS

• Kill the creature that killed you
• Visit the Roots and seek out old
memories

BONDS
• I am protected by Snicket due to
a family obligation
• I am in awe of Siptra’s wisdom
and hope to learn from them

DISCORDS
• I fear Skeksel because I’ve seen
what they can do

You don’t remember much of your previous life. You think you were a *gukri*, killed by some ravenous creature, but you’re not sure. You do know that you died, and your body was dissolved within a dream flower’s pool, so that your mind could join the others in the Dreaming afterlife. Your current form is a *clacker*, carefully pruned, shaped, grafted, and trained by woodshapers since it was a mindless young sapling. Upon maturity, it was transplanted to a dream flower’s pool. As it drew nourishment from the pool’s liquid, a mind crystal grew within the clacker’s form—and your mind was drawn from the pool to it. You now have a new life as a venerated elder, with a new body.

As a *tinker*, you are a crafter and master of tools. You specialize as an *armorer*, working with weapons and protective gear.

Battleaxe
Take up 2 kit slots.
Switch: This weapon is primarily meant to be used with 2 hands/limbs. It can be wielded with a single hand/limb at –2.

Hand Axe
Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.
Short Range: When you attack from the ranged zone or target someone in the ranged zone, you suffer vex.
Thrown: You can draw and throw this weapon as a ranged attack.

Hand Kit
Carpentry tools (i.e., hammer, nails, chisel, crowbar, saw, pliers, heavy gloves, auger, pitons), rope (50’), sharpener.

Leather Armor
2 Armor.
Machete
Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.

NOTES

PLAYER

CHARACTER

LEVEL2TOTAL XPXP SPENT

PATHS

CORE:Rogue

DISCIPLINE:Trickster

SPECIALTY:Sharp

Snicket

APTS

EGO+3Ego

FIT+0Fitness

INT+2Intellect

PER+0Personality

REF+3Reflexes

WIT-1Wit

SKILLS

■ = can spend grit

Acrobatics

Athletics

Chronicles

Conjuring

Cultures

Deception

Endurance

Insight

Medicine

Melee

Missiles

Mysteries

Nature

Perception

Persuasion

Provocation

Stealth

Sorcery

Survival

Threats

Tinker

Trickery

1

2

1

1

1

1

2

+REF

+FIT

+INT

+EGO

+INT

+PER

+FIT

+PER

+INT

+FIT

+REF

+INT

+INT

+WIT

+PER

+PER

+REF

+EGO

+WIT

+INT

+INT

+REF

+3

+0

+2

+0

+3

+0

+2

+0

+2

+0

+3

+2

+2

+2

-1

+0

+0

+3

+3

-1

+2

+2

+3

= 3 (5)

= 0 (2)

= 2

= 3

= 3

= 2

= 0

= 1

= 2

= 1 (4 w/finesse weapons)

= 4

= 2

= 2

= 0 (2 hearing)

= 0

= 0

= 4

= 3

= 3

= -1

= 2

= 2

= 3

KIT

Rogue Kit

■ Dagger

■ Hornwood Bow

■ (takes two slots)

■ Leather Armor

■ Spiked Nut (5)

■ Short Sword

8 + Endurance kit slots

CONFLICT

Physical Defense (PD)

12+REF+3

+MOD+2

=17

+3

=20

Wound Point

Social Defense (SD)

12+EGO+3

+MOD

=15

Jolts

Mental Defense (MD)

12+WIT-1

+MOD

=11

Initiative

WIT-1

+REF+3

=2

+1D6

Strain Meter

-1 action next turn per strain box

incapacitated

4 + (FIT/2, round up)

Wound Meter

-2 to all tests

vex to all tests

incapacitated and dying

Make a FIT (13) Test with each wound.

Failure = knockdown. Negative twist = unconscious.

Armor

Grit

Sap

You can use Grit on Deception tests.

COMBAT STYLES

Combat Style: Shadow

- Sneaky Blade: When you strike with surprise, you may expend 1 jolt to ignore armor on the attack.
- Elusive (>): Hiding takes only 1 action instead of 2.

SAP

- Sap :: Smoke Cloud (>): You ignite the sap and create a thick cloud of smoke that produces heavy obscurement for one minute (less in heavy winds/rain; GM discretion).

Species Abilities

- Brachiation: Your limbs are adapted to effortlessly swing between vines and branches. +2 to Acrobatics/Athletics tests that involve swinging, hanging, climbing, or brachiating.
- Climbing Claws: Your claws are considered natural weapons (p. XX); they are treated as weapon attacks (not unarmed), but you may not be disarmed.
- Enhanced Hearing: You gain +2 on Perception tests where hearing is a factor.
- Insulating Fur: Reduce the Potency of cold-based effects by 2.
- Prehensile Feet: Your feet have thumbs, allowing you to grip and hold items with them as if they were hands.
- Quick Reflexes: You can spend Grit to seize the initiative
- Adrenaline Reserve: You may trigger 1 additional threat temper between each repose (e.g., from 3 to 4).

Temper 3 (4) ○○○(○)

Each time a fuzzleclaw takes a rest or repose, they adopt either the day or night mental temper until their next rest/repose. Fuzzleclaws may also trigger their threat temper with a reaction; this lasts for 10 minutes, after which they return to their previous temper. Threat tempers may only be triggered three times between each repose.

- Day Temper: You are energetic and lively, but also easily distracted. +1 Physical Defense, but -2 on Perception tests.
- Night Temper: You are chill, composed, and serene. +1 Social Defense, -1 Physical Defense.
- Threat Temper (@): You become hyper-aggressive and charged with adrenaline. Your fur puffs out, making you seem larger and more threatening. You ignore the effects of 1 wound and receive +2 on Provocation tests to intimidate

Path Abilities

- Misdirection (@): You are a master of distraction. Roll Trickery against a target's Social Defense to prevent them from making a Perception test to notice something else.
- Shadow Cant: You "speak" and understand the secret language of hand signs, gestures, and subtle movements that allow society's outcasts to converse with discretion.
- Training: You are trained in three martial weapons: hornwood bow, longsword, and throw-wings.
- Quick Fingers (@): You may use Trickery to pickpocket, palm, or otherwise use sleight of hand as a reaction.
- Snatch (Ø): When you strike an opponent in melee, you may expend a jolt to steal something from their person (that is not currently held) using Trickery against their Mental Defense as a free action

LOOKS
 Long-whiskered / short-fur, ratty / well-groomed, keen-eyed / placid, colorful / muted, lithe / stocky

REGION / CULTURE
 Tangles / Village

MOTIVATIONS
 • Find lost heirloom
 • Investigate the Creep

BONDS
 • I have a friendly rivalry with Wootsen, but it sometimes gets us in trouble
 • I am obligated to protect Knotheart due to a family debt

DISCORDS
 • I make jokes about Noori in order to feel better about myself

You are a furry, limber, bipedal mammal with a snout, large ears, whiskers, a poofy tail, and thick claws for climbing. Your forelimbs are elongated with swivel shoulder sockets, allowing you to brachiate, and your feet are prehensile. Fuzzleclaws typically bond with partners long-term, birth large litters of 4–8 cubs, and are known for their large family units. The energy of the fuzzleclaws knows no bounds. Throughout the Weald they are known for their enthusiasm, stamina, and easily distracted natures. They excel at driving projects forward and maintaining morale. Their cuddliness is also legendary; blankets made from their fur are prized possessions. Though they are mostly good humored, they are also known to turn fierce and aggressive when the situation demands. Fuzzleclaws are unique in that they have the ability to toggle between different energy levels and emotional states, called tempers. In their day temper, fuzzleclaws are hyperactive and precocious, in their night temper they are tranquil and relaxed, and in their threat temper they experience a potent, transformative adrenaline surge.

As a trickster, you rely on quick reflexes and subterfuge and excel at misdirection and sleight of hand. You specialize as a hustler and con artist. You have mastered the art of cheating at games of chance.

Dagger
Concealable: This weapon can be hid under/within clothing or other gear. Roll Trickery when hiding and compare it to the Mental Defense of anyone looking you over for weapons; roll with vex against a patdown search.
Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.
Short Range: When you attack from the ranged zone or target someone in the ranged zone, you suffer vex.
Thrown: You can draw and throw this weapon as a ranged attack.

Hornwood Bow
 Takes up 2 kit slots
Ammunition: The weapon requires ammunition (arrows, bolts, etc.) to use. You are assumed to carry the ammunition you need. However, if you roll a negative

twist on an attack, you have run out of (or spilled) your ammunition and can no longer fire until you acquire more. Drawing the ammunition from your quiver or other container is part of the attack move.
Two-Handed: The weapon requires 2 or more hands/limbs to wield.

Leather Armor
 2 Armor
Rogue Kit
 Burglary tools (i.e., lockpicks, file, pliers, crowbar), disguise kit (i.e., cosmetics, wigs, props), cardsharp implements (i.e., marked cards, weighted bone dice, chits).

Spiked Nut (5)
Ammunition: The weapon requires ammunition (arrows, bolts, etc.) to use. You are assumed to carry the ammunition you need. However, if you roll a negative

twist on an attack, you have run out of (or spilled) your ammunition and can no longer fire until you acquire more. Drawing the ammunition from your quiver or other container is part of the attack move.
Concealable: This weapon can be hid under/within clothing or other gear. Roll Trickery when hiding and compare it to the Mental Defense of anyone looking you over for weapons; roll with vex against a patdown search.
Short Range: When you attack from the ranged zone or target someone in the ranged zone, you suffer vex.
Thrown: You can draw and throw this weapon as a ranged attack.

Short Sword
Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.

PLAYER		
CHARACTER		
Siptra		
LEVEL	TOTAL XP	XP SPENT
2		
PATHS		
CORE: Hand		
DISCIPLINE: Healer		
SPECIALTY: Herbalist		

EGO	FIT	INT	PER	REF	WIT
Ego	Fitness	Intellect	Personality	Reflexes	Wit
+0	+2	+3	+0	+1	+1

SKILLS	
<ul style="list-style-type: none"> ☐ Acrobatics ☐ Athletics ☐ Chronicles ☐ Conjuring ☐ Cultures ☐ Deception ☐ Endurance ☐ Insight ■ Medicine ☐ Melee ☐ Missiles ☐ Mysteries ☐ Nature ☐ Perception ☐ Persuasion ☐ Provocation ☐ Stealth ☐ Sorcery ☐ Survival ☐ Threats ☐ Tinker ☐ Trickery 	<ul style="list-style-type: none"> +REF +1 = 1 +FIT +2 = 2 +INT +3 = 3 +EGO +0 = 0 +INT +3 = 3 +PER +0 = 0 +FIT +2 = 3 +PER +0 = 2 +INT +3 = 5 +FIT +2 = 3 +REF +1 = 1 +INT +3 = 3 +INT +3 = 4 +WIT +1 = 2 (4 smell) +PER +0 = 1 +PER +0 = 0 +REF +1 = 1 +EGO +0 = 0 +WIT +1 = 1 +INT +3 = 4 +INT +3 = 3 +REF +1 = 1

KIT	
8 + Endurance kit slots	
<ul style="list-style-type: none"> Healer Kit ■ Hand Axe ■ Leather Armor ■ Machete ☐ ☐ ☐ ☐ ☐ ☐ ☐ 	

CONFLICT

Physical Defense (PD)	Social Defense (SD)	Mental Defense (MD)	Initiative
12+REF +1	12+EGO +0	12+WIT +1	WIT +1
+MOD +1	+MOD	+MOD +1	+REF +1
= 14	= 12	= 14	= 2
+3			+1D6
= 17	Jolts		
Wound Point			

Strain Meter	
-1 action next turn per strain box	
	incapacitated
4 + (FIT/2, round up)	

Wound Meter	
-2 to all tests	vex to all tests
	incapacitated and dying
Make a FIT (13) Test with each wound.	
Failure = knockdown. Negative twist = unconscious.	

Species Abilities

- **Chitin:** You have a protective exoskeleton. +1 Armor (already incorporated).
- **Creep Vulnerability:** For unknown biological reasons, kalioctera are sensitive to the toxins and spores of the Creep. Creep effects have +2 Potency against you.
- **Multi-Limbed:** You have an extra set of arms that you may use to hold multiple items at once. You gain +2 on Grab moves.
- **Tremorsense:** You are attuned to movement and vibrations you feel through the ground, other surfaces you touch, water, or even through the air (such as those made by rapidly beating wings). This sense is directional but has a limited range (~10 meters in air, ~50 meters in surfaces/water, farther for particularly stronger vibrations).
- **Tremorspeak:** You can convey simple messages to others with Tremorsense via ground/surface vibrations. You generate signals by drumming, stamping the ground, tapping a surface, tremulating your thorax, or clicking body parts together. Rain, wind, and other noisy environmental aspects may impede communication.
- **Ultraviolet Vision:** You can see ultraviolet wavelengths. Colors and patterns are visible to you that others with normal sight cannot see.

COMBAT STYLES

Combat Style: Tank

- **Resilient:** You ignore the effects of 1 wound.

- **Sap:: Harden Weapon (>>):** You coat a weapon with sap, which then hardens, making it more durable. For the next 10 minutes, reduce the Crit Point of attacks made with that weapon by 1.
- **Sap :: Healing Potion:** When you collect sap, you can prepare a dose as an elixir of vigor. Drinking it removes 1 wound.
- **Sap :: Stabilizer:** Improves focus. When consumed, for the next hour, ignore the first 3 jolts you take.

SAP

Path Abilities

- **Innocuous (®):** When you are unarmed and an opponent targets you with an attack from skirmish or ranged, use your reaction and make a Provocation test against their Social Defense. If successful, they deem you harmless (or at least less dangerous) and choose another target if one is available. May be used once per opponent per encounter.

- **Fierce Mandibles:** Your terrifying mouth pincers and horn are considered natural weapons; they are treated as weapon attacks (not unarmed), but you may not be disarmed.
- **Large Size:** At 3 meters height, you tower over others. You have difficulty fitting through small areas. When you inflict a strain or wound on a medium-sized or smaller target, you may expend 1 jolt to knock them prone.
- **Limited Flight (>>):** You are capable of extremely short flights—more like an assisted jump, really. Once per Rest or Repose move, you can fly ~10 meters. Any flight-based Athletics/Acrobatics tests have vex.
- **Massive Frame:** You are built like a tank. +1 strain box (already incorporated).
- **Hardshell:** Your exterior shell is extra dense. +1 Armor (already incorporated).

LOOKS
Shiny elytra / battered elytra, glitter-eyed / flicker-eyed, angled antenna / toothed antenna, long hindwings / colorful hindwings, smooth chitin / bumpy chitin

REGION / CULTURE
Mulch / City

- MOTIVATIONS**
- Fulfill debt to Treffa
 - Master the art of herbalism

- BONDS**
- I tolerate Wootsen’s irresponsibility because I secretly admire them
 - I owe a debt to Plisski and hope to pay it off

- DISCORDS**
- I rebuff Knotheart’s friendship because I fear getting too close to people

Kaliocera (kah-LEE-OCT-ur-ah) are a gregarious, wood-boring, herbivorous, beetle-like species. They are masters at crafting elaborate tunnels and homes within the pillars and are known for their artisanal, architectural, and wood-working skills. Each *kaliocera* has a chitinous exoskeleton, compound eyes, mandibles, antennae, claws, and six limbs. They have two pairs of wings: hardened protective elytra forewings (not used for flight) and softer hindwings that fold under the elytra for protection. They breathe and talk via spiracles in their abdomen, below their thorax. *Kaliocera* exhibit sexual dimorphism. Male *kaliocera* are small, fast, and capable of flight. Females are much larger and tougher, with horns and more wicked mandibles, though slower and capable of only limited flight. Historically, *kaliocera* communities have leaned towards the matriarchal and polyandrous, with females taking protective and leadership roles and often having numerous male partners.

Hands are the craftfolk and skilled workers of the Weald’s societies. You work with your hands and tools, providing vital services to your community. You are a *healer*, a student of the mysteries of biology: the internal workings of organs, the efficacies of special herbs, the treatment of maladies, and the preparation of tinctures. As a *herbalist*, you are a master of medicines, drugs, poultices, and poisons.

Hand Axe
Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.
Short Range: When you attack from the ranged zone or target someone in the ranged zone, you suffer vex.

Thrown: You can draw and throw this weapon as a ranged attack.

Healer Kit
Physician implements (bandages, needle & thread, clippers, vials, forceps, syringe), herbs, mortar & pestle, glue.

Leather Armor
2 Armor.

Machete
Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.

NOTES

PLAYER		
CHARACTER		
Nicti-Tenno		
LEVEL	2	TOTAL XP
		XP SPENT
PATHS		
CORE:	Ranger	
DISCIPLINE:	Hunter	
SPECIALTY:	Archer	

CONFLICT

Physical Defense (PD)	Social Defense (SD)	Mental Defense (MD)	Initiative
12+REF +1	12+EGO +1	12+WIT +2	WIT +2
+MOD +1	+MOD +1	+MOD _____	+REF +1
= [14]	= [14]	= [14]	= [3] +1D6
+3			
[17] Wound Point	Jolts _____		

COMBAT STYLES

You can use Grit on Missiles tests.

SAP

Combat Style: Sniper

- **Rapidfire:** Your first Quick Ranged Attack in a turn suffers -2 instead of vex.

Path Abilities

- **Ranger Marks:** You read and understand the secret language of ranger marks carved throughout the Weald, used to mark trails, points of interest, and danger.

- **Tracker:** You get edge on Survival tests to follow tracks and signs of movement.

- **Training:** You are trained with crossbows, longswords, and longbows.

- **Hunter's Focus (>):** Expend 1 jolt to mark that target until your next turn. If the target switches zones, skirmishes, or attacks someone else, you may use your reaction to make a ranged intercept attack.

- **Hammer Shot:** When you hit an opponent with a ranged attack, you may expend 1 jolt to knock them prone.

Species Abilities

- **Arboreal Nature:** Your qwirly half receives +2 on Acrobatics or Athletics tests for climbing or swinging.

- **Co-Dependence:** The minds of your two halves are telepathically bonded and dependent on each other. They must remain within ~20 meters to maintain their cohesive mind-state (in combat, ranged is beyond this reach). If separated from each other over a longer distance, both halves suffer -2 to all actions. If this separation lasts for more than an hour, both suffer vex to all actions. For each day of separation that passes, you take one strain that cannot be healed. These effects may not be negated until the two halves are re-united for an equivalent time period. Long-term separation is known to drive m'gwirls permanently mad.

- **Double Vision:** Gain +2 on Perception tests when both halves are perceiving the same area.

- **Dual Effort:** You gain +2 on task actions when both halves are working together.

- **Dual Entity:** Your two components may separate and act independently, but you are treated as a single entity for rules purposes. You have a single set of aptitudes, skills, and stats and you take your actions on a single Initiative turn. Your two halves may be attacked as a single unit (if together) or separately; any damage or effects are applied to both halves as if they were one (even when separated).

- **Flight:** Your m'ka half can fly (and carry the qwir half with no penalty).

- **Multi-Limbed:** With two sets of limbs, you may hold multiple items at once. You gain +2 on Grab moves when together.

- **Small Size:** Both of your halves are small. +1 Physical Defense (already incorporated).

- **Splitting Dodge (®):** When your two halves are together, you can use your reaction against an incoming attack to split apart. +2 Physical Defense against that attack.

APTS

EGO	FIT	INT	PER	REF	WIT
Ego	Fitness	Intellect	Personality	Reflexes	Wit
+1	+1	+1	+1	+1	+2

SKILLS

- = can spend grit

<input type="checkbox"/> Acrobatics		+REF	+1	=	1 (3)
<input type="checkbox"/> Athletics	2	+FIT	+1	=	3 (5)
<input type="checkbox"/> Chronicles		+INT	+1	=	1
<input type="checkbox"/> Conjuring		+EGO	+1	=	1
<input type="checkbox"/> Cultures		+INT	+1	=	1
<input type="checkbox"/> Deception		+PER	+1	=	1
<input type="checkbox"/> Endurance		+FIT	+1	=	1
<input type="checkbox"/> Insight		+PER	+1	=	1
<input type="checkbox"/> Medicine		+INT	+1	=	1
<input type="checkbox"/> Melee		+FIT	+1	=	1
<input checked="" type="checkbox"/> Missiles	3	+REF	+1	=	4
<input type="checkbox"/> Mysteries		+INT	+1	=	1
<input type="checkbox"/> Nature	2	+INT	+1	=	3
<input type="checkbox"/> Perception	1	+WIT	+2	=	3 (5)
<input type="checkbox"/> Persuasion		+PER	+1	=	1
<input type="checkbox"/> Provocation		+PER	+1	=	1
<input type="checkbox"/> Stealth	1	+REF	+1	=	2
<input type="checkbox"/> Sorcery		+EGO	+1	=	1
<input type="checkbox"/> Survival	1	+WIT	+2	=	3
<input type="checkbox"/> Threats		+INT	+1	=	1
<input type="checkbox"/> Tinker		+INT	+1	=	1
<input type="checkbox"/> Trickery		+REF	+2	=	2

Ranger Kit

- ☒ Dagger
- ☒ Leather Armor
- ☒ Machete
- ☒ LongBow
- ☐
- ☐
- ☐
- ☐
- ☐

KIT

3 + Endurance kit slots

LOOKS
 Long-beaked / short-beaked, brown-furred / red-furred, synchronous / syncopated, disheveled / preened, jumpy / steadied

REGION / CULTURE
 Canopy / Village

MOTIVATIONS
 • Find the truth about the Creep
 • Steal thunder from the Rainchaser clan

BONDS
 • I understand Siptra’s quirks and will back them up when others don’t
 • I admire Plisski’s courage and will follow them anywhere

DISCORDS
 • I dislike Wootsen because they have disrespected me

M’qwirl (meh-kwirr-ul) are unique in that they are not individual organisms—each is a symbiotic pairing of an avian and simian species. One half of a m’qwirl is a raptor-like bird (known as a m’ka), often ridden by the other half (known as a qwirl), which is akin to a spider monkey. Each m’qwirl pairing shares a telepathic link that unifies their mind-states, enabling them to act in unison, as one. These duos are established at a young age and typically last a lifetime. In social situations (and for rules purposes), they are treated as a single entity.

Both m’qwirl halves may communicate, but they speak as one and refer to themselves in the singular. It is not uncommon for one part of the pair to become the “speaker” of the bonding, but sometimes they simply alternate or each half takes point during different emotional states. Halves are often the same gender, but not always. M’qwirl take on other m’qwirl pairs as duo partners; partnering with halves of different m’qwirls is uncommon.

Though a m’qwirl’s halves may separate, it is difficult for them to be apart for long; sustained separation leads to severely impaired functioning and even madness.

As a *hunter*, you thrive in the outdoors, tracking and slaying creatures for food or safety. You are a master of the bow and taking down prey with ranged attacks.

Dagger

Concealable: This weapon can be hid under/within clothing or other gear. Roll Trickery when hiding and compare it to the Mental Defense of anyone looking you over for weapons; roll with vex against a patdown search.

Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.

Short Range: When you attack from the ranged zone or target

someone in the ranged zone, you suffer vex.

Thrown: You can draw and throw this weapon as a ranged attack.

Leather Armor
 +2 Armor

Machete

Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.

Ranger Kit

Mapping implements, hunting horn, camping gear (tent, netting, bells), climbing gear (i.e., harness, heavy gloves, pitons, hammer, grappling hook), rope (50’)

LongBow

Ammunition: The weapon requires ammunition (arrows, bolts, etc.) to use. You are assumed to carry the ammunition you need. However, if you roll a negative

twist on an attack, you have run out of (or spilled) your ammunition and can no longer fire until you acquire more. Drawing the ammunition from your quiver or other container is part of the attack move.
Two-Handed: The weapon requires 2 or more hands/limbs to wield.

PLAYER

CHARACTER

Wootsen

LEVEL

2

TOTAL XP

XP SPENT

PATHS

CORE:

Speaker

DISCIPLINE:

Scoundrel

SPECIALTY:

Quile

APTS

EGO

Ego

+0

FIT

Fitness

+2

INT

Intellect

+0

PER

Personality

+3

REF

Reflexes

+1

WIT

Wit

+1

SKILLS

■ = can spend grit

Acrobatics

Athletics

Chronicles

1

Conjuring

Cultures

Deception

1

Endurance

Insight

1

Medicine

Melee

2

Missiles

Mysteries

Nature

Perception

Persuasion

1

Provocation

1

Stealth

1

Sorcery

Survival

Threats

Tinker

Trickery

2

+REF

+1

+FIT

+2

+INT

+0

+EGO

+0

+INT

+0

+PER

+3

+FIT

+2

+PER

+3

+INT

+0

+FIT

+2

+REF

+1

+INT

+0

+WIT

+1

+PER

+3

+PER

+3

+REF

+1

+EGO

+0

+WIT

+1

+INT

+0

+INT

+0

+REF

+1

=

1

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2

=

1

=

0

=

0

=

4

=

2

=

4

=

4

=

1

=

0

=

0

=

1(3 hearing)

=

4

=

4

=

2

=

0

=

1

=

0

=

0

=

3

KIT

Speaker Kit

■ Dagger

■ Longsword

■ (takes up 2 slots)

■ Padded Cloth Armor

■ Spiked Nut (5)

■ Whip

8 + Endurance kit slots

CONFLICT

Physical Defense (PD)

12+REF +1

+MOD

= 13

+3

= 16

Wound Point

Social Defense (SD)

12+EGO +0

+MOD +1

= 13

Jolts

Mental Defense (MD)

12+WIT +1

+MOD +1

= 14

Initiative

WIT +1

+REF +1

= 2

+1D6

Strain Meter

-1 action next turn per strain box

incapacitated

4 + (FIT/2, round up)

Wound Meter

-2 to all tests

vex to all tests

incapacitated and dying

Make a FIT (13) Test with each wound.

Failure = knockdown. Negative twist = unconscious.

Armor

Grit

Sap

COMBAT STYLES

- Combat Style: Opportunist
- Riposte (®): When someone attacks you in melee and misses, use your reaction to make an immediate Melee Attack against them.

• Whip Expert :: Threatening: Your whip attacks inflict one (extra) jolt, whether they hit or miss.

SAP

- Sap :: Project Voice (➤): For 1 hour, you can choose to project your voice so that it is heard at a location you can see. You can choose for your voice to be conveyed as a whisper to a single person or loudly to a group of listeners.

Species Abilities

- Beak and Talons: Your beak and talons are considered natural weapons; they are treated as weapon attacks (not unarmed), but you may not be disarmed.

• Clickspeak: You can convey simple messages to others with Ultrasonic Hearing via high-frequency clicks and vocalizations.

• Darkvision: You can see even in dim light, though you lose detail and colors. Your eyes are no good in the complete absence of light, but that's why you also have echolocation.

• Echolocation: You emit sounds at ultrasonic frequencies, beyond the hearing range of most creatures, and use the reflected soundwaves to "see" even in darkness.

• Flight: You can fly.

• Featherstorm (®): When you are targeted with a melee attack, use your reaction to inflict one jolt on the attacker, engulfing them in a cloud of feathers.

• Prehensile Feet: Your feet have thumbs, allowing you to grip and hold items with them as if they were hands.

• Silent Flight: You have +2 to Stealth tests while flying.

• Ultrasonic Hearing: You gain +2 on Perception tests where hearing is a factor.

Path Abilities

- Escape Route: When you seek to Disengage, Withdraw, Escape, or Flee, you may seize the initiative (p. XX).

• Training: You are trained in bolas, longswords, and whips.

• Convincing Argument (T (10 minutes)): With a successful Persuasion test against the target's Social Defense, you convince them to adopt a new motivation as their primary incentive for the next 10 minutes. This new motivation cannot be in opposition to other motivations or interests.

• Uncover Leverage (T (10 minutes)): You steer a conversation towards needs, desires, or secrets that can be used as leverage in future negotiations using Deception, Persuasion, or Provocation against a target's Social Defense. You can use an Assess Others move to reveal this leverage at +2. Using this leverage gains you edge on a future Deception, Persuasion, or Provocation test against the target.

LOOKS
 Big ears / elongated beak, tawny brown feathers / speckled black feathers, owl-like stare / predatorial glint

REGION / CULTURE
 Roots / Village

MOTIVATIONS
 • Make friends with other strix
 • Prove others wrong

BONDS
 • I cooperate with Snicket because we have similar outlooks on people
 • I am in awe of Skeksel and hope to learn from them

DISCORDS
 • I have sworn vengeance upon Skerling of the Rainchaser clan for killing my cousin

Strixen are sleek birds of prey, adapted to hunting in the darkness of the Tangles and Mulch. Though they are not impeded by bright light, they have a strong distaste for it. Few strixen make the sun-lit Canopy their home.

Strixen have lengthy tails, distinctive tall ears, and long velvety feathers shaped for silent flight. Their beaks are sharp and sometimes curved for tearing meat. Vicious talons mean they are always well-armed. Their hands are extensions of their wing bones. They cannot easily use their hands in flight, so they grip and carry with their prehensile feet instead.

Strixen have excellent low-light vision, with large eyes, and use echolocation to perceive in the deep dark. Their ears move independently, allowing them to triangulate sounds more efficiently. Their heads can swivel three-quarters of the way around, enabling them to perceive in multiple directions without turning their torso. Strixen are often described as having intense focus—sometimes characterized by an unblinking stare.

Strixen generate clicks with their tongues for echolocation. They can hear each others' clicks, but use slight variations in frequency or intonation to avoid confusion. Strixen have developed a language called “clickspeak” for private vocalizations of simple messages that only strix and veetlings can hear.

It is not uncommon for a strix to regurgitate part of its meal (or at least the indigestible parts such as bone, exoskeleton, or fur) in the form of pellets to clear out its gullet. “Casting” out a pellet is considered normal and healthy, not impolite. Some other species (particularly scrills) consider strix pellets to be a delicacy

As a *speaker*, you excel with words and people. As a *scoundrel*, your charm facilitates your disdain for rules and customs. You specialize as a *guile*: you are a social manipulator, bending others to your whim.

Dagger
Concealable: This weapon can be hid under/within clothing or other gear. Roll Trickery when hiding and compare it to the Mental Defense of anyone looking you over for weapons; roll with vex against a patdown search.
Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.
Short Range: When you attack from the ranged zone or target someone in the ranged zone, you suffer vex.
Thrown: You can draw and throw this weapon as a ranged attack.

Longsword
 Takes up 2 kit slots
Switch: This weapon is primarily meant to be used with 2 hands/limbs. It can be wielded with a single hand/limb at -2.

Padded Cloth Armor
 +1 Armor
Speaker Kit
 Writing implements (i.e., bound journal, inkwell, quill, personal seal, wax, sheets of paper, scrolls), fine clothes, small chest, cosmetics kit (i.e., charcoal, perfume, inks), whistle

Spiked Nut (5)
Ammunition: The weapon requires ammunition (arrows, bolts, etc.) to use. You are assumed to carry the ammunition you need. However, if you roll a negative twist on an attack, you have run out of (or spilled) your ammunition and can no longer fire until you acquire more. Drawing the ammunition from your quiver or other container is part of the attack move.
Concealable: This weapon can be hid under/within clothing or other gear. Roll

Trickery when hiding and compare it to the Mental Defense of anyone looking you over for weapons; roll with vex against a patdown search.
Short Range: When you attack from the ranged zone or target someone in the ranged zone, you suffer vex.
Thrown: You can draw and throw this weapon as a ranged attack.

Whip
Entangling: When using this weapon, you can choose to make a normal attack or an entangling attack. A successful entangling attack makes the target grabbed instead of inflicting strain. A crit success also knocks them prone (instead of inflicting a wound).
Reach: When you are in skirmish and an opponent targets you with a melee attack using a weapon that does not have the Reach trait, you get +1 Physical Defense.

PLAYER

CHARACTER

Plisski

LEVEL2

TOTAL XP

XP SPENT

PATHS

CORE: Warrior

DISCIPLINE: Soldier

SPECIALTY: Warden

APTS

EGO

Ego

+1

FIT

Fitness

+3

INT

Intellect

+0

PER

Personality

+0

REF

Reflexes

+2

WIT

Wit

+1

SKILLS

■ = can spend grit

Acrobatics

1

+

REF

+2

=

2

Athletics

1

+

FIT

+3

=

5

Chronicles

+

INT

+0

=

0

Conjuring

+

EGO

+1

=

1

Cultures

+

INT

+0

=

0

Deception

+

PER

+0

=

0

Endurance

1

+

FIT

+3

=

4

Insight

+

PER

+0

=

0

Medicine

1

+

INT

+0

=

1

Melee

2

+

FIT

+3

=

5

Missiles

2

+

REF

+2

=

4

Mysteries

+

INT

+0

=

3

Nature

1

+

INT

+0

=

1

Perception

+

WIT

+1

=

1

Persuasion

+

PER

+0

=

0

Provocation

1

+

PER

+0

=

1

Stealth

+

REF

+2

=

4

Sorcery

+

EGO

+1

=

1

Survival

+

WIT

+1

=

1

Threats

+

INT

+0

=

0

Tinker

+

INT

+0

=

0

Trickery

+

REF

+2

=

2

KIT

Warrior Kit

■ Dagger

■ Javelin (2)

■ Laminar Armor

■ (takes up 2 slots)

■ Shield

■ Short Sword

CONFLICT

Physical Defense (PD)

12+REF +2

+MOD +3

= 17

+3

= 20

Wound Point

Social Defense (SD)

12+EGO +1

+MOD

= 13

Jolts

Mental Defense (MD)

12+WIT +1

+MOD +1

= 14

Initiative

WIT +1

+REF +2

= 3

+1D6

Strain Meter

-1 action next turn per strain box

incapacitated

4 + (FIT/2, round up)

Wound Meter

-2 to all tests

vex to all tests

incapacitated and dying

Make a FIT (13) Test with each wound.

Failure = knockdown. Negative twist = unconscious.

Armor

Grit

Sap

You can use Grit on Melee tests.

Species Abilities

- **Darting:** You do not trigger Intercepts when moving from engaged to skirmish.
- **Flight:** You can fly.
- **Small and Quick:** You have +2 Physical Defense (already incorporated).
- **Sneaky:** You have +2 for Hide/Sneak moves (already incorporated).
- **Numbing Spit (>):** The saliva of some veetlings is known to act as a numbing agent, reducing swelling and pain. Once per Repose move, you may use your spit to negate 1 strain on yourself or another.
- **Ultrasonic Hearing:** You gain +2 on Perception tests where hearing is a factor. You can hear Ultrasound and Clickspeak.
- **Zoomies (>):** You dart to-and-fro around a target in skirmish or engaged. They take 1 jolt.su

Path Abilities

- **Training:** You are trained in glaives, longbows, longswords and martial armor.
- **Squad Tactics (@):** When an ally receives a wound, you may use your reaction to control the initiative.

COMBAT STYLES

Combat Style: Defender

- **Armor Specialist:** You get the most out of your worn armor. When you are wearing armor, increase Armor by 1 (already incorporated).
- **Calm Center:** If you are in the skirmish zone and do not take a Skirmish move, you do not take a jolt.
- **Threaten (Ø):** You threaten an opponent and try to get them to focus on you. Until your next turn, if that opponent attacks anyone other than you, you may use your reaction to Intercept and make a Melee Attack against them.

SAP

- **Sap :: Durability:** For 1 hour, you get +2 on Endurance tests

LOOKS
Upright posture / crouched stance, dragonfly wings / butterfly wings, short neck / elongated neck, darting movement / always hovering, oval head / swept-back vertex

REGION / CULTURE
Roots / City

MOTIVATIONS
• Improve mastery of taunting and provoking
• Steal thunder from the rival Rainchaser clan

BONDS
• I relate to Nicti-Tenno because we have spilled blood together
• I follow Noori – they are courageous

DISCORDS
• I am friends with Snicket but do not trust them because they have betrayed too many

Veetlings are a species of small, winged anthropomorphic insectoids, notable for their speed, maneuverability, stealthiness, and mischievousness.

Veetlings sport two pairs of dragonfly-like or butterfly-like wings, four fingers and toes, sharp teeth, and dual sets of forward-facing dark eyes. Their heads come in a variety of shapes, typically mounted on long necks. They smell with their antenna and hear with tympanal organs on their head, but unlike other insectoids breath and speak through their mouths. Though sociable, they also have a reputation for being vicious and carnivorous.

Veetling mothers lay single fertilized eggs that almost always hatch identical twins. As they grow, veetling children go inactive for a day several times a year to molt until they reach adulthood. Veetling twins often stick together throughout their lives, maintaining close relations, but it is not uncommon for them to go their separate ways.

As a *warrior*, you train in the physical and martial arts. As a *soldier*, you are well rounded in combat. As a *warden*, you protect your community from outside threats.

Dagger
Concealable: This weapon can be hid under/within clothing or other gear. Roll Trickery when hiding and compare it to the Mental Defense of anyone looking you over for weapons; roll with vex against a patdown search.

Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.

Short Range: When you attack from the ranged zone or target someone in the ranged zone, you suffer vex.

Thrown: You can draw and throw this weapon as a ranged attack.

Javelin (2)
Thrown: You can draw and throw this weapon as a ranged attack.

Laminar Armor
3 Armor
Takes up 2 kit slots

Shield
+2 PD when raised with a Deploy Shield move

Short Sword
Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.

Warrior Kit
Sharpeners, hunting horn, rope (50'), hand axe, flask of oil, bell, tankard, tent, pole, playing cards, bone dice

LOOKS

Fuzzy / Chitinous, Sleek / Bloated, Long-Limbed / Short-Limbed

REGION / CULTURE

Canopy / Isolated

MOTIVATIONS

- Find a new tribe
- Create a legacy

BONDS

- I commiserate with Knotheart — we’ve both had bad experiences
- I appreciate Noori because they recognize my skill

DISCORDS

- I think Plisski is dangerous because they are impulsive

Path Abilities

- **Mystic Mark (>>):** You mentally mark a creature, item, or place with a visible glowing mark that can only be seen by those with Mystic Sight. T his marking can be annotated with up to 20 words of voice or text that becomes audible/visible to those with Mystic Sight when activated with a single > action. Mystic marks last for 24 hours and you automatically know the rough direction/ distance to a mark. You can have a number of active marks equal to your Sorcery skill.

- **Spirit Hive:** You have acquired a spirit hive for a glimmer spirit. If you lose the hive, you may replace it with a downtime action and 2 sap. You may activate the hive to make an Awaken Spirit move once per day, using Conjuring skill to summon a minor spirit for 1 hour (or until its favors are used). Awakening a spirit from a hive more than once a day requires 1 sap for each additional summons.

- **Spirit Sight:** You see spirits that are invisible to others—or at least their representations overlaid upon the physical world.

- **Mind Blast (>>):** You launch a mental assault against a target you can see. Make a Sorcery test against their Mental Defense. Treat this as an attack, inflicting jolts, strains, and wounds as normal. Armor may not be used to negate this attack.

- **Read Thoughts (Ω):** You attempt to read the thoughts of a character you can see with a Sorcery test against their Mental Defense. The target is aware of the intrusion. For as long as you maintain this ability, you perceive their immediate surface thoughts and inner monologue (if any). You do not gain access to memories or deeper knowledge.

- **Snip Memory (>>):** Make a Sorcery test against the Mental Defense of someone you can see to erase the last 30 seconds (5 turns) of their memories. This may cause the target to become confused, frightened, or agitated if they have moved or their environs have changed due to the sudden jump that they experience.

The arachnids known as *weavemothers* are a matriarchal, dimorphic species. Each female averages 2 meters in length and leads their own personal colony. Males are non-sapient, just a handful of centimeters in size, and ride along en masse on the mother’s body, protected under the carapace. Weavemothers telepathically control their swarms of hundreds of males, wielding them as extensions of their own bodies. Like most spiders, weavemothers have four pairs of eyes, pedipalps, eight limbs, a carapaced cephalothorax, and a large posterior abdomen. Weavemothers can extrude or even shoot sticky silk from spinnerets at the end of their abdomens.

As a *spark*, you manipulate the forces of reality unseen to others. As a *glint* and *mindrender*, you influence minds, thoughts, emotions, and memories.

Dagger

Concealable: This weapon can be hid under/within clothing or other gear. Roll Trickery when hiding and compare it to the Mental Defense of anyone looking you over for weapons; roll with vex against a patdown search.

Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.

Short Range: When you attack from the ranged zone or target someone in the ranged zone, you suffer vex.

Thrown: You can draw and throw this weapon as a ranged attack.

Padded Cloth Armor

1 Armor

Spark Kit

Writing implements (i.e., bound journal, inkwell, quill, personal seal, wax, sheets of paper, scrolls), meditation implements (incense, bell, pipe, smoking leaf), timekeeper

Staff

Two-Handed: The weapon requires 2 or more hands/limbs to wield.

CHARACTER

Glimmer Spirit

Spirits of recollection and memories

SPECTER FORM

A cloud of sparkling fireflies

INCARNATE FORM

A silvery featureless
simulacrum of the spark

APTS

EGO	FIT	INT	PER	REF	WIT
Ego	Fitness	Intellect	Personality	Reflexes	Wit
<u>+1</u>	<u>+1</u>	<u>+2</u>	<u>+0</u>	<u>+2</u>	<u>+2</u>

CONFLICT

Physical Defense (PD)
12+REF _____
+MOD _____
= 14
+3
= 17
Wound Point

Social Defense (SD)
12+EGO _____
+MOD _____
= 13

Mental Defense (MD)
12+WIT _____
+MOD _____
= 14

Initiative
WIT _____
+REF _____
= 4
+1D6

Jolts

Strain Meter

-1 action next turn per strain box
incapacitated
4 + (FIT/2, round up)

Wound Meter

-2 to all tests
vex to all tests
incapacitated and dying
Make a FIT (13) Test with each wound.
Failure = knockdown. Negative twist = unconscious.

Armor

SKILLS

<input type="checkbox"/> Acrobatics		+REF	+2	=	
<input type="checkbox"/> Athletics	2	+FIT	+1	=	3
<input type="checkbox"/> Chronicles		+INT	+2	=	
<input type="checkbox"/> Conjuring		+EGO	+1	=	
<input type="checkbox"/> Cultures		+INT	+2	=	
<input type="checkbox"/> Deception		+PER	+0	=	
<input type="checkbox"/> Endurance		+FIT	+1	=	
<input type="checkbox"/> Insight		+PER	+0	=	
<input type="checkbox"/> Medicine		+INT	+2	=	
<input type="checkbox"/> Melee	2	+FIT	+1	=	3
<input type="checkbox"/> Missiles	2	+REF	+2	=	4
<input type="checkbox"/> Mysteries		+INT	+2	=	
<input type="checkbox"/> Nature		+INT	+2	=	
<input type="checkbox"/> Perception	4	+WIT	+2	=	6
<input type="checkbox"/> Persuasion		+PER	+0	=	
<input type="checkbox"/> Provocation		+PER	+0	=	
<input type="checkbox"/> Stealth	4	+REF	+2	=	6
<input type="checkbox"/> Sorcery		+EGO	+1	=	
<input type="checkbox"/> Survival	3	+WIT	+2	=	5
<input type="checkbox"/> Threats		+INT	+0	=	
<input type="checkbox"/> Tinker		+INT	+2	=	
<input type="checkbox"/> Trickery		+REF	+2	=	

Glimmer Abilities

- **Dead Recall [Specter Form] (T (1 hour)):** The spirit extracts memories from a corpse that died within the past 48 hours. The corpse must have an intact brain for the spirit to invade. You can seek out specific memories ("where is the relic hidden"), timeframes ("what happened in your final moments of life"), or general knowledge ("how is star metal forged"). Each question requires a Perceive (15) test; particularly specific, esoteric, or old memories may incur -2 or vex (GM discretion). Salvaged memories are transmitted to the spark and experienced as their own memories.
- **Impede Skill [Any Form] (Q):** The spirit reaches into the mind of a target it can see and blocks specific memory functions. When the spirit makes a Sorcery test against the target's Mental Defense, it selects one skill; the target suffers vex on all uses of that skill for as long as the effect is maintained.
- **Snip Memory [Any Form] (>>>):** The spirit telepathically reaches into the mind of a target it can see and erases short-term memories. When the spirit makes a Sorcery test against the target's Mental Defense, the last 15-30 seconds of the target's memories are erased. This may cause the target to become confused, frightened, or agitated.

Spirit Abilities

- **Abnormal Healing:** Healing moves have no effect on spirits, nor do medicinals or healing saps. However, they automatically heal 1 (extra) wound per Repose move.
- **Invulnerability:** Spirits are resistant to debilitating damage. Increase their Wound Point by 2.
- **Non-Biological:** Spirits do not bleed and have no need to eat, drink, breathe, or sleep. They are immune to drugs and toxins.
- **Phantom Mind:** Spirits cannot be frightened.

- **Shock Vulnerability:** Attacks and effects that inflict shock damage have edge against spirits and they cannot be negated with Armor.
- **Spirit Sight:** Spirits can see other spirits in specter form—or at least their representations overlaid upon the physical world.
- **Transient Form (>):** Spirits can switch between their specter form and their incarnate form (both described below).

Specter Form

In their default specter state, spirits are ghostly and immaterial. They maintain a medium-sized but diffused presence, appearing as a hovering fog, smokey cloud, swarm of mites, or sparking whirlwind. Despite these amorphous shapes, they move with a cohesive and intent grace, entirely in control of their form. They can expand out, covering a larger area, or condense into a more compact space.

In specter form, spirits have the following abilities:

- **Flight:** Specters can hover and fly as needed.
- **Insubstantial:** Specters cannot lift or carry items and are largely incapable of physical interactions. They cannot make normal melee attacks but may use abilities that rely on Engulf or Envelop moves. They cannot be grabbed, restrained, or knocked prone and can pass through the tiniest cracks and openings. Physical attacks against specters other than fire, explosions, or shock attacks suffer vex.
- **Harry (>):** The specter swirls around a target like an angry buzzing vortex, acting as a major irritant. Inflicts 1 jolt.
- **Blinding Attack (>):** The specter assaults a target's eyes like a stinging dust cloud. With a successful Melee attack, the target is blinded (p. XX) until the end of their next turn. On a crit, they are blinded for 3 turns.

- **Invisible:** Specters can turn invisible and make a Hide move (p. XX) without needing any cover. The Hide move suffers vex against anyone with the Spirit Vision ability; against everyone else it automatically succeeds. While invisible, specters can let their presence be known in small but subtle ways: a barely visible trail of wispy smoke, a light breeze, a prickly sensation, a metallic taste, a lingering odor, a light static charge, or a subtle buzz or vibration.
- **Wind Vulnerability:** Particularly strong winds can disrupt a specter's cohesion. Treat this as a Potency attack (set by the GM) against the specter's Physical Defense each turn (Armor cannot negate). Specters suffer -2 or vex on flight-based maneuvers in strong winds.

Incarnate Form

When the need arises, spirits take on a more substantial incarnate physical form with which they can grasp, lift, carry, and interact with physical objects.

Each spirit has a single default shape they materialize in, noted in its description. This is usually an animal or motile plant creature, or sometimes a more amorphous shape with pseudopods, or something even stranger. These forms move just as a living creature would (they cannot fly unless their form includes wings).

In incarnate form, spirits have the following abilities:

- **Alter Form (Ø):** The incarnate can reshape its form in subtle but distinctive ways, such as changing colors and textures or making cosmetic adjustments to its morphology.

PLAYER		
CHARACTER		
Noori		
LEVEL	TOTAL XP	XP SPENT
2		
PATHS		
CORE: Spark		
DISCIPLINE: Hex		
SPECIALTY: Sorceror		

CONFLICT

Physical Defense (PD)	
12+REF	+1
+MOD	
=	13
+3	
=	16
Wound Point	

Social Defense (SD)	
12+EGO	+2
+MOD	
=	14

Mental Defense (MD)	
12+WIT	+1
+MOD	+1
=	14

Initiative	
WIT	+1
+REF	+1
=	2
+1D6	

Jolts

Strain Meter

-1 action next turn per strain box			
			incapacitated
4 + (FIT/2, round up)			

Wound Meter

-2 to all tests			vex to all tests	incapacitated and dying
Make a FIT (13) Test with each wound.				
Failure = knockdown. Negative twist = unconscious.				

COMBAT STYLES

Combat Style: Support

- **Encourage (>>):** You liven the spirits of an ally within hearing. They remove all jolts. May only be used once per ally per encounter.

SAP

- **Sap :: Summon Wisp (>):** You call forth a wisp of light that will follow you and illuminate your area. The wisp will follow simple instructions, such as "stay," "follow," "go dark," or "go over there." It lasts for 24 hours.

Armor				
Grit				
Sap				

You can use Grit on Confronting tests.

APTS

SKILLS

KIT

8 + Endurance kit slots

EGO	FIT	INT	PER	REF	WIT
Ego	Fitness	Intellect	Personality	Reflexes	Wit
+2	+1	+1	+1	+1	+1

■ = can spend grit

<input type="checkbox"/> Acrobatics		+REF	+1	=	1
<input type="checkbox"/> Athletics	1	+FIT	+1	=	2
<input type="checkbox"/> Chronicles		+INT	+1	=	1
<input checked="" type="checkbox"/> Conjuring	1	+EGO	+2	=	3
<input type="checkbox"/> Cultures		+INT	+1	=	1
<input type="checkbox"/> Deception		+PER	+1	=	1
<input type="checkbox"/> Endurance		+FIT	+1	=	1
<input type="checkbox"/> Insight		+PER	+1	=	1
<input type="checkbox"/> Medicine		+INT	+1	=	1
<input type="checkbox"/> Melee	1	+FIT	+1	=	2
<input type="checkbox"/> Missiles		+REF	+1	=	1
<input type="checkbox"/> Mysteries	2	+INT	+1	=	3
<input type="checkbox"/> Nature		+INT	+1	=	1
<input type="checkbox"/> Perception	2	+WIT	+1	=	3
<input type="checkbox"/> Persuasion		+PER	+1	=	1
<input type="checkbox"/> Provocation		+PER	+1	=	1
<input type="checkbox"/> Stealth		+REF	+1	=	1(3)
<input type="checkbox"/> Sorcery	2	+EGO	+2	=	4
<input type="checkbox"/> Survival	1	+WIT	+1	=	2
<input type="checkbox"/> Threats		+INT	+1	=	1
<input type="checkbox"/> Tinker		+INT	+1	=	1
<input type="checkbox"/> Trickery		+REF	+1	=	1

Spark Kit

- Dagger
- Padded Armor
- Spirit Hive (Zap Spirit)
- Staff

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Species Abilities

- **Camouflage:** You gain +2 on Stealth tests when vision is a factor.
- **Detachable Tail (@):** If you are grabbed, use your reaction to detach your tail and automatically escape the grab. It takes 1 month to regrow your tail.
- **Gliding Membranes (>):** You can launch yourself from a high position and glide to a lower one. While gliding, you cannot use your arms or legs for other purposes. Gliding may require an Acrobatics or Athletics test to bypass obstacles, catch a thermal updraft to gain elevation, or perform other maneuvers.
- **Quick Glide (@):** If you fall more than 3 meters, use your reaction to turn your fall into a safe glide.
- **Regeneration (D):** You have natural healing abilities. During each Repose move, you can remove one (extra) strain or wound.
- **Sticky Tongue (>):** Use your tongue to grab a small unattended item up to a meter away that is not held or fastened down.
- **Glistening:** Your skin secretes a toxin with a Potency equal to your level (2). Once per repose, you may smear it on a weapon as a grease. The next time you damage a target, they must make an Endurance (14) test or gain the poisoned and dazed conditions for 3 turns.

- **Sticky Slather:** In addition to exuding a toxin, once per repose you can use your skin secretions to slather an adhesive film onto an object. This adhesive hardens in 1 minute and requires an Athletics (15) test to pull apart. Gukri saliva dissolves the adhesive in 1 round.

Path Abilities

- **Mystic Mark (>>):** You mentally mark a creature, item, or place with a visible glowing mark that can only be seen by those with Mystic Sight. This marking can be annotated with up to 20 words of voice or text that becomes audible/visible to those with Mystic Sight when activated with a single > action. Mystic marks last for 24 hours and you automatically know the rough direction/distance to a mark. You can have a number of active marks equal to your Sorcery skill.
- **Spirit Hive:** You possess a spirit hive for a zap spirit. You may activate the hive to make an Awaken Spirit move once per day, using Conjuring skill to summon a minor spirit for 1 hour (or until its favors are used). Awakening a spirit from a hive more than once a day requires 1 sap for each additional summons.
- **Spirit Sight:** You see spirits that are invisible to others—or at least their representations overlaid upon the physical world.
- **Silent Call (>>):** You shout, scream, or otherwise vocalize (20 words or less). Your words/noises carry normally, but are only heard by allies you designate.
- **Increase Gravity (>>):** You choose one target you can see and make a Sorcery (PD) test. On a success, the target experiences a temporary localized doubling in gravity. For three turns, they suffer vex to all Acrobatics, and Athletics. Flying creatures must make an Athletics test (with vex); if they fail, they must immediately land or fall. Targets additionally accumulate 1 jolt at the end of each of their turns.
- **Mystic Sight:** You can see things that are tagged by the Mystic Mark ability and can make a Sorcery test against the creator's Mental Defense to detect alarms and wyrd traps. You can sometimes tell when a creature, item, or place is under the effect of a Sorcery or sap ability with a Perception test. This provides you with edge on Mysteries tests to ascertain what ability causes it.

LOOKS
Leathery / scaly, yellow-eyed / purple-eyed, broad-snout / narrow-snout, twitchy / staring, squat / lanky

REGION / CULTURE
Unrooted/Village

MOTIVATIONS
• Improve mastery of spirit control
• Get revenge upon Geed of the Rainchaser clan for mocking you

BONDS
• I support Nicti-Tenno because their intentions are honorable
• I taught Skeksel a few things and want to help them grow further

DISCORDS
• I have collaborated with Siptra for years but I tire of their selfishness

You are a *gukri*, an omnivorous lizard species known for their quick but staccato, intermittent movements. A membrane stretches between each pair of limbs, enabling you to glide for long distances. You can alter the shade and tone of your scales, allowing you to blend in or stand out. Your eyes are unblinking, protected by nictitating membranes, which gives you an uninterrupted “stare” that makes some other species uncomfortable. If trapped, your tail may be shed and regrown. Your tongue is long, sticky, and dexterous; you use it to pick up small objects or snack on a nearby bug. You possess regenerative capabilities, enabling you to heal much faster than other species. You belong to the glistening subspecies; your skin secretes a potent toxin.

Gukri are known for their reliability, cautiousness, and matter-of-fact sensibilities. Though they occasionally take on partners, they rarely form long-term bonds, preferring solitude. Children are hatched from egg clutches and usually raised by males. The phrase “easy to catch as a Gukri’s tail” is commonly used to indicate something that seems easy but is actually quite difficult.

As a *hex*, you practice the deep magic that underlies the Weald. You specialize as a *sorcerer*, meaning that you study the secret ways of manipulating the world around you.

Dagger
Concealable: This weapon can be hid under/within clothing or other gear. Roll Trickery when hiding and compare it to the Mental Defense of anyone looking you over for weapons; roll with vex against a patdown search.
Finesse: When attacking with a finesse weapon, you can use REF as the linked aptitude instead of FIT.
Short Range: When you attack from the

ranged zone or target someone in the ranged zone, you suffer vex.
Thrown: You can draw and throw this weapon as a ranged attack.

Padded Armor
1 Armor

Spark Kit
Writing implements (i.e., bound journal, inkwell, quill, personal seal, wax, sheets

of paper, scrolls), meditation implements (incense, bell, pipe, smoking leaf), timekeeper

Spirit Hive (Zap Spirit)

Staff
Two-Handed: The weapon requires 2 or more hands/limbs to wield.

CHARACTER

Zap Spirit

Spirits of lightning, magnetism, and electricity

SPECTER FORM

Ball lightning

INCARNATE FORM

A metallic coil with cascading surges of electricity

APTS

EGO	FIT	INT	PER	REF	WIT
Ego	Fitness	Intellect	Personality	Reflexes	Wit
<u>+1</u>	<u>+1</u>	<u>+2</u>	<u>+0</u>	<u>+2</u>	<u>+2</u>

CONFLICT

Physical Defense (PD)
12+REF _____
+MOD _____
= 14
+3
= 17
Wound Point

Social Defense (SD)
12+EGO _____
+MOD _____
= 13

Mental Defense (MD)
12+WIT _____
+MOD _____
= 14

Initiative
WIT _____
+REF _____
= 4
+1D6

Jolts

Strain Meter

-1 action next turn per strain box
incapacitated
4 + (FIT/2, round up)

Wound Meter

-2 to all tests
vex to all tests
incapacitated and dying
Make a FIT (13) Test with each wound.
Failure = knockdown. Negative twist = unconscious.

Armor

SKILLS

<input type="checkbox"/> Acrobatics		+REF	+2	=	
<input type="checkbox"/> Athletics	<u>2</u>	+FIT	+1	=	<u>3</u>
<input type="checkbox"/> Chronicles		+INT	+2	=	
<input type="checkbox"/> Conjuring		+EGO	+1	=	
<input type="checkbox"/> Cultures		+INT	+2	=	
<input type="checkbox"/> Deception		+PER	+0	=	
<input type="checkbox"/> Endurance		+FIT	+1	=	
<input type="checkbox"/> Insight		+PER	+0	=	
<input type="checkbox"/> Medicine		+INT	+2	=	
<input type="checkbox"/> Melee	<u>2</u>	+FIT	+1	=	<u>3</u>
<input type="checkbox"/> Missiles	<u>2</u>	+REF	+2	=	<u>4</u>
<input type="checkbox"/> Mysteries		+INT	+2	=	
<input type="checkbox"/> Nature		+INT	+2	=	
<input type="checkbox"/> Perception	<u>4</u>	+WIT	+2	=	<u>6</u>
<input type="checkbox"/> Persuasion		+PER	+0	=	
<input type="checkbox"/> Provocation		+PER	+0	=	
<input type="checkbox"/> Stealth	<u>4</u>	+REF	+2	=	<u>6</u>
<input type="checkbox"/> Sorcery		+EGO	+1	=	
<input type="checkbox"/> Survival	<u>3</u>	+WIT	+2	=	<u>5</u>
<input type="checkbox"/> Threats		+INT	+0	=	
<input type="checkbox"/> Tinker		+INT	+2	=	
<input type="checkbox"/> Trickery		+REF	+2	=	

Zap Abilities

- **Arc Lightning [Incarnate Form] (>>):** You blast a target with an arc of lightning as a ranged attack. If the target is struck, they must make an Endurance (Potency) test or be stunned for 1 minute as a shock effect. If the target is wearing metal or is in water, this attack is at -1 Wound Point.
- **Electric Aura [Any Form]:** When you strike an opponent with a melee attack, Envelop a target, or maintain an envelop/grab/restrain, this shock effect inflicts +2 jolts.
- **Life Sensor [Specter Form] (Q):** The spirit carpets an area up to 5 meters in radius and acts as an invisible sensor, detecting the bio-electric signals of all living organisms that pass on/through it. The spirit's spark is telepathically informed of the rough size of each living thing passing through.

Spirit Abilities

- **Abnormal Healing:** Healing moves have no effect on spirits, nor do medicinals or healing saps. However, they automatically heal 1 (extra) wound per Repose move.
- **Invulnerability:** Spirits are resistant to debilitating damage. Increase their Wound Point by 2.
- **Non-Biological:** Spirits do not bleed and have no need to eat, drink, breathe, or sleep. They are immune to drugs and toxins.
- **Phantom Mind:** Spirits cannot be frightened.
- **Shock Vulnerability:** Attacks and effects that inflict shock damage have edge against spirits and they cannot be negated with Armor.
- **Spirit Sight:** Spirits can see other spirits in specter form—or at least their representations overlaid upon the physical world.
- **Transient Form (>>):** Spirits can switch between their specter form and their incarnate form (both described below).

Specter Form

In their default specter state, spirits are ghostly and immaterial. They maintain a medium-sized but diffused presence, appearing as a hovering fog, smokey cloud, swarm of mites, or sparking whirlwind. Despite these amorphous shapes, they move with a cohesive and intent grace, entirely in control of their form. They can expand out, covering a larger area, or condense into a more compact space.

In specter form, spirits have the following abilities:

- **Flight:** Specters can hover and fly as needed.
- **Insubstantial:** Specters cannot lift or carry items and are largely incapable of physical interactions. They cannot make normal melee attacks but may use abilities that rely on Engulf or Envelop moves. They cannot be grabbed, restrained, or knocked prone and can pass through the tiniest cracks and openings. Physical attacks against specters other than fire, explosions, or shock attacks suffer vex.
- **Harry (>):** The specter swirls around a target like an angry buzzing vortex, acting as a major irritant. Inflicts 1 jolt.
- **Blinding Attack (>>):** The specter assaults a target's eyes like a stinging dust cloud. With a successful Melee attack, the target is blinded (p. XX) until the end of their next turn. On a crit, they are blinded for 3 turns.
- **Invisible:** Specters can turn invisible and make a Hide move (p. XX) without needing any cover. The Hide move suffers vex against anyone with the Spirit Vision ability; against everyone else it automatically succeeds. While invisible, specters can let their presence be known in small but subtle ways: a barely visible trail of wispy smoke, a light breeze, a prickly sensation, a metallic taste, a lingering odor, a light static charge, or a subtle buzz or vibration.

- **Wind Vulnerability:** Particularly strong winds can disrupt a specter's cohesion. Treat this as a Potency attack (set by the GM) against the specter's Physical Defense each turn (Armor cannot negate). Specters suffer -2 or vex on flight-based maneuvers in strong winds.

Incarnate Form

When the need arises, spirits take on a more substantial incarnate physical form with which they can grasp, lift, carry, and interact with physical objects.

Each spirit has a single default shape they materialize in, noted in its description. This is usually an animal or motile plant creature, or sometimes a more amorphous shape with pseudopods, or something even stranger. These forms move just as a living creature would (they cannot fly unless their form includes wings).

In incarnate form, spirits have the following abilities:

- **Alter Form (Q):** The incarnate can reshape its form in subtle but distinctive ways, such as changing colors and textures or making cosmetic adjustments to its morphology.