

The Auramancer

Your max HP is 7+Constitution

Damage: d4

Alignment

Good

Use an aura to help someone other than yourself.

Neutral

Discover something new about enchanting.

Chaotic

Cause mayhem and mischief with an aura.

Starting Moves

Read Aura

Whenever you **study someone's aura**, roll+Wis. On a 10+, you may ask the GM or player one thing pertaining to their strengths and/or weaknesses and they must answer truthfully. On a 7-9, the aura is fuzzy, but you may ask your question anyway. The answer might have some basis in truth, but not entirely. On a miss, choose one:

- You inadvertently open your own aura up to them. They may ask you a question and you must answer truthfully.
- You take -1 forward to manipulating their aura.
- You lose one charge of any maintained auras. You cannot choose this if you are not maintaining an aura.

Manipulate Aura

After reading someone's aura, you may attempt to manipulate it. Roll+Wis. On a 10+, you alter the aura through sheer force of will. The aura's host will succumb to your blessing or curse. Choose one:

- +/- 1 armor
- +/- 1 forward
- +/- 1 damage

On a 7-9, you choose one, but there is a disturbance in your own aura. The GM will tell you what. On a miss, not only is there a disturbance in your own aura, but the person knows what you tried to do, but does not know the intended effects or your intentions. You may maintain only one aura manipulation and one crafted aura at a time. Auras are dismissed when you go to sleep or are rendered unconscious or dead. Manipulated and Crafted auras cannot be cast on the same person.

Auracraft

You have the ability to bestow powerful magical auras. Only you can see these unless otherwise noted. All auras have 1 utility, 1 potency, 3 integrity, and have the *magical* tag.

When you wish for the aura's effects to manifest, roll+Wis. On a 10+, it manifests as you intended. On a 7-9, it manifests as intended, but choose a setback from below. On a miss, something has gone horribly wrong. You may still choose to create the aura, but choose two setbacks from below, in addition to what the GM says.

An aura can have a number of effects equal to its utility. Whenever the aura would affect a move, decrease its integrity by one. When an aura's integrity is down to 0, it is dispelled. Its effects are as powerful as its potency. For numerical effects, they get a +/- on a 1 to 1 basis. For other things such as a light aura, the GM should determine how strong it is based on a 1-3 scale.

Choose a setback if required:

- You get -1 ongoing as long as the aura is in effect.
- Gain a debility of your choice.
- You bring unwanted attention to yourself or the aura's host.

Choose one boon per point of Utility:

- **Heal/Harm:** Every time the enchanted person makes a move, increase or decrease their HP equal to the Potency.
- **Bolster/Weaken:** Enchanted person gets +/- Potency to damage rolls.
- **Fortify/Sicken:** Enchanted person gets +/- Potency armor.

- **Specialize:** Enchanted person gets +/- Potency ongoing to one action of your choice.
- **Faerie Fyre:** The enchanted aura glows with an arcane light. You have complete control of the color of the flame. This aura is visible regardless of whether the target is visible or not.

Shatter Aura

Whenever you remove someone's aura, roll+Wis. On a 10+, the aura heals or harms its host equal to your damage die+the aura's potency. On a 7-9, the aura simply fades out. On a miss, something goes awry. The GM will tell you what that is.

Advanced Moves

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

Advanced Studies

When you successfully craft an aura, you can add 1 additional point to the utility or potency of the aura.

Anyone can be a Marksman

When you **craft an aura onto a weapon**, choose tags equal to its utility. On a miss, the item is cursed. The GM will tell you how.

- +Potency piercing. If the potency is at 3, add the *forceful* tag.
- +Potency damage. If the potency is at 3, add the *messy* tag.
- *Precise*
- *Stun*

You can maintain an additional aura as long as that aura is on a weapon.

Aura Blessing

People or items with a crafted aura on them have the *divine* tag.

Enhanced Manipulation

When you manipulate someone's aura, on a 12+, choose an additional effect.

Extended Manipulation

You may maintain a manipulated aura even while resting.

Forge Spirit

When you **craft an aura onto armor**, choose tags equal to its utility. On a miss, the item is cursed. The GM will tell you how.

- +Potency armor
- -Potency weight, to a minimum of 1.
- The armor loses the *clumsy* tag
- *Stealthy*

You can maintain an additional aura as long as that aura is on armor.

Versatility

Add the following Boons to your options for Auracraft:

- **Lucky**: If the enchanted person misses a roll, they can reroll it a number of times equal to the Potency.
- **Intimidating**: Enchanted person gets +Potency to Parley rolls.

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

Intensive

All auras you cast have an additional point to their integrity.

Master Manipulator

Requires: Extended Manipulation and Enhanced Manipulation

When you **manipulate someone's aura for an extended period of time**, it becomes permanent. The GM decides when enough time has passed.

Multitasking

You can maintain an additional aura or manipulate an additional aura, but not both.

Ready For Anything

Requires: Versatility

Add the following Boons to your options for Auracraft:

- **Surefoot**: Whenever the enchanted person rolls to Defy Danger, add +Potency to it. They also ignore the *clumsy* tag on any armor they wear.
- **Invisibility**: The enchanted person is invisible. The GM should use your potency as a gauge for exactly how transparent you are.
- **Obedience**: The enchanted person is remarkably responsive to commands, even those from its enemies. The GM should use your potency as a gauge to determine how far they will go against their instincts.

Sage's Auramancy

Replaces: Advanced Studies

Whenever you craft an aura, you may add up to two points to the aura's utility or potency divided as you choose.

Race

Human

Aura spells cast on yourself gain an extra point for Integrity.

Halfling

Aura spells cast on an ally gain an extra point for Integrity.

Auramancer Bonds

_____ has an incredibly strong aura. I think they are meant for greatness.

_____ 's aura is cloudy and I can't read it. I must figure out why.

My aura resonates with _____ 's. Perhaps we are looking for the same thing.

My aura guides me and is rarely wrong. When I met _____, I knew that I had to help them.

Gear

Your load is 7+Str.

You start with some Dungeon rations (5 uses, ration, 1 weight), some token of your vow to protect (0 weight, describe it) and choose two:

- 5 Coins
- Poultices and herbs (2 uses, slow, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Bag of books (5 uses, 1 weight)

Choose a weapon:

- Light bow (near, 1 weight) and bundle of arrows (3 ammo, 1 weight)
- Staff (close, two-handed, 1 weight) and dagger (hand, 1 weight)