

# NAME

# LOOK

*Human:* Gabriel, Foley, Kirk, Sera, Estelle, Fleur, Simeon, Lom  
*Dwarf:* Ragnar, Dunbull, Gimma, Lofta, Eskrip, Feor, Magra, Gullip  
*Halfling:* Esher, Listor, Breminster, Nolin, Ugstin, Lattimer  
*Elf:* Taeranel, Gaialos, Silmyr, Ixendara, Gramaerie, Malken

Flickering Eyes, Sleepless Eyes, or Wondering Eyes  
 Flowing Hair, Wild Mane, or Night-Black Locks  
 Torn Gown, Ill-Fitting Tunic, or Stained Robe  
 Lanky Body, Towering Body, or Hunched Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SLICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

# ALIGNMENT/DRIVE

- NEUTRAL  
Refuse to back down from a confrontation.
- CHAOTIC  
Use someone's power against them.
- LAWFUL  
Take power from those who abuse it.

# STARTING MOVES

**ELEMENTAL FURY**  
 Choose an element. When you **lose your temper**, take +5 armor ongoing against your element and your hair, eyes, and voice take on aspects of your element until you calm down.

**LET THERE BE LIFE (CHA)**  
 When you **confront your element**, lose any existing fuel and roll+CHA.
 

- On a 10+, hold 3 fuel.
- On a 7-9, hold 1 fuel.
- On a miss, the GM holds 1 fuel.

 1 fuel can be spent to awaken a familiar from the element with a **one-word command**, or to increase a familiar's command to **three words**. Familiars awakened with the short-lived, creative, and volatile tags.

**HEX (CHA)**  
 When you **channel an elemental spell while under pressure**, roll+CHA.
 

- On a 10+, the spell deals 1d10 damage to a target.
- On a 7-9, also lose your temper. If you've already lost it, your spell triggers an elemental cataclysm around you.

 Your spells have range and tags appropriate to your element.

**NOTORIOUS**  
 When you **return to a bastion of civilization**, choose 1:
 

- You befriend an eccentric and useful NPC.
- You hear rumors of an opportunity.
- You gain useful information about your current task.

 Then the GM chooses 1:
 

- The authorities have a warrant out for your arrest.
- Someone powerful wants you dead.
- A resource that you value is at risk because of your arrival.

# RACE/BACKGROUND

- HUMAN  
When you spend 1 fuel you can increase a familiar's command to five words instead of three.
- DWARF  
You are invisible to all forms of magic until you cast a spell or lose your temper.
- HALFLING  
When you **return to a bastion of civilization**, choose 1 GM option from the notorious list; the GM cannot pick that option.
- ELF  
When you are dealt damage while level-headed, you may lose your temper to negate the damage.

# BONDS

Fill in the names of your companions in at least one:  
 \_\_\_\_\_ is afraid of me. I'll give them a reason to be!  
 I could learn how to control my temper from \_\_\_\_\_.  
 I lost control and hurt \_\_\_\_\_; I must make amends before it happens again.



## GEAR

Your load is 5+STR. You start with dungeon rations (5 uses, 1 weight) and cloth robes (0 weight). Choose one:

- 2 Healing potions (0 weight)
- Compass (+1 ongoing to trailblazer, 0 weight)
- Adventuring gear (5 uses, 1 weight)

Choose a memento (0 weight):

- A tarnished locket
- A lock of hair tied with silk
- A cracked gemstone
- A silver brooch with an inscription
- The charred hilt of a sword

## ADVANCED MOVES

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

### RAW TALENT

When you deal elemental damage, deal +2 damage.

### POWER OVERWHELMING

When you **transform yourself into an incarnation of your element**, levitate off the ground and roll+CHA. \* On a 10+, hold 2 power. \* On a 7-9, hold 1 power. Spend power 1-for-1 to choose from the following options:

- Create an elemental barrier.
- Spew forth an elemental cataclysm.

On a miss or **when you run out of power**, your incarnation ends in an elemental cataclysm around you.

### GO BIG OR GO HOME

When you **pause to tell someone exactly how you're about to beat them**, take +1 forward to pursuing that plan.

### METEOR

When you **dissolve into your element and teleport**, choose a target and roll+CHA. \* On a 10+, you arrive in an elemental shockwave which deals d10 damage to your target. \* On a 7-9, deal damage to yourself as well.

### RESOURCEFUL

When you wear no armor or shield you get +1 armor and +3 load.

### ALL IT TAKES IS A SPARK

When you confront your element, on a hit you hold +1 fuel.

### INFRARED

When you **look through the eyes of your familiars**, you can roll+FAMILIARS to discern realities.

### ARCANE SALVO

When you cast hex you may choose DEX targets. If you do, roll once and apply damage to all targets, but on a 7-9 the GM may change one target.

### SOME SECRETS ARE BETTER LEFT BURIED

When you **spout lore about forbidden knowledge**, on a hit tell the GM one thing you know to be true and how you learned it, but on a miss you'll also learn how you've gravely misinterpreted this truth.

### INNER PEACE

When you **meditate to regain control of your temper**, heal 1d6 damage.

### THIS I SWEAR

When someone **swears a vow in the presence of your familiars**, you immediately know when that vow is broken or fulfilled. If someone breaks the vow, it triggers an elemental cataclysm around them.

### KINGKILLER

Add the following to your list of notorious options:

- You learn compromising information about the powers that rule here.

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

### PURE TALENT

*Replaces: Raw Talent*

When you deal elemental damage, deal +4 damage.

### ARCHON

*Requires: Power Overwhelming*

When you incarnate you hold +1 power and can fly.

### FORGED IN THE VOLCANO'S HEART

When you **imbue an object with elemental power**, sacrifice up to 3 familiars and roll+SACRIFICED.

- On a 10+, the power is permanently imbued.
- On a 7-9, for each familiar sacrificed the power can be used once, after that it dissipates.

### MOMENT OF CLARITY

When you roll a 12+ you may instantly regain control of your temper.

### SELF-SUFFICIENT

*Replaces: Resourceful*

When you wear no armor or shield you get +2 armor and +6 load.

### SAY HELLO TO MY LITTLE FRIENDS

You have three unique familiars which you can awaken by name. Write down their names and assign each of them a different one of the following tags: sturdy, loyal, or dangerous.

### NOT ALL WHO WANDER ARE LOST

As long as you serve no master but yourself, you maintain an unerring sense of direction towards what you seek.

### PRIME DOMINION

You can confront magic aligned with your element. If you awaken it, it becomes a living spell under your control.

### BETTER TO ASK FORGIVENESS

When you **make it up to someone you've harmed in the past**, take +1 forward to parley with their community. The next time you visit there, choose 2 options from the notorious list and the GM chooses none.

### BORN AGAIN

When you take this move, choose a second element. The next time you sleep, your new power awakens in a massive elemental cataclysm.

### MULTICLASS KNACK

Get one move from another class. Treat your level as one lower for choosing the move.

### THE CALM BEFORE THE STORM

When you **lose your temper**, time freezes for a moment. Anything you interact with immediately thaws.