

PLAYER COMPENDIUM

COMPENDIUM CLASSES

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INTRODUCTION

Every adventurer is changed by their adventures. The mighty warrior finds his flesh turned to jelly and becomes connected to the slime-in-all. The thief's mind becomes a tool to pick any lock. These compendium classes are for those that are just a little different.

AWAKENED MIND

It is in our nature to seek answers. To quest this wide world and wander in search of truth. It is the noblest endeavour, to find enlightenment even here, in a world of flame and steel and coin. There are those among us who walk a secret path, the eye of their mind open in the darkness. Their truth lies within.

BEARER

Remember the tale of the Bastard's Blade. Remember the story of Galen's Hammer or Shah-ak-mar the Orcsbane Knife. Who held them? What hero bore those weapons of old? Lost now to time, their names and faces, to fate-haunted circumstances. Sometimes you wield a sword, sometimes she wields you.

BLOB

“Hail the great powers of the deep! Hail the Spiderling Lord and the Demon Princess. All praise unto Shumag, He Who Holds the Chains. Each deserving of their godly accolades of course, but we save our best for you. For our primordial womb. For the slime that oozes in the cracks of the earth, our love drips eternally.”

DRAGONSLAYER

The Red Wyrms Zerthimrimax is dead. But oh, the cost you’ve paid. Solveig is dead, An’harra, too, most like. The village burns and so much blood now poisons the lake. The screams and burning all seem muted, somehow. The wounded cry for your aid and reach out to you but you keep taking stalwart strides towards the beast. Its final heartbeats shudder through your mind and in a voice not unlike your own you hear it—urging you to take what’s rightfully yours. To drink deep of the fire that now gutters and fails. Your knife slides from its sheath and twilight seems to fall. How sweet its blood will taste, filling you with golden fire.

FLUX

Hello, friends. Surprised to see me? I understand your shock thinking I was dead and everything. Who wouldn't assume that someone you left to die in the aetheric void was lost and gone forever. Lucky for us all I'm more resilient than that, hmm? The void was not a pleasant place, as you remember strange forces breaking me down to my component elements, you see. Very uncomfortable. I would not be so easily broken. Eventually, I made it mine. Bent that place to my will and made it send me back. Oh, yes, of course there was a cost, things left behind, but let's not dwell on that. No no, don't get up. I have such interesting things to show you.

LANDED GENTRY

"The great chain of being hangs down to our kind from the gods. The world is theirs to give and ours but to tend. So to us comes power, land and title from the divine on high, and so to our lessers do we tend. In swearing true this oath, the lands and people granted to you are not merely yours to command but to protect, to love as your family as the gods love you as theirs. Under their sight, do you swear it?"

WRAITHLANDER

Death is a guard at the gates. A keen eye and a black hand on the latch. Some folk find their way through the hollow kingdoms and out the other side. Slip the warden's sight and scramble back to where they used to belong. Shame they'll never fit in again - nobody comes back without a mark to show for it. An eye gone white, a limb grown weirdly strong. Half-sister to the dead, half-brother to the quick. Their new nature is a curse and a blessing but fairly earned.

AWAKENED MIND

When you discover the latent abilities that lie within your mind, the next time you level up you may choose this move:

□EXPANDED CONSCIOUSNESS

When you project your mind from your body choose two to describe your mind's form (it's always insubstantial):

- It's invisible
- It moves quickly
- Its senses are not clouded

Your mental form can roam the physical world for as long as you like. While it does your body lies comatose. While in your mental form you have no access to your body's senses.

If you have expanded consciousness, these count as class moves for you; you can choose from them when you level up:

□TALISMAN

Choose an item of importance to you. From now on you can hear the thoughts of whomever holds that item.

□ SLEEP WALK WITH ME

When your mental form passes through the body of a sleeping person you may choose to inhabit their body. Your control is limited as if they were sleepwalking: movement, maybe even simple conversations at most. The eyes of the body you inhabit never open; if they do open you are immediately expelled.

□ THOUGHTS BEYOND

While you unleash your expanded consciousness, you can choose 1 of these:

- You hear nearby thoughts instead of sounds.
- You can move small physical objects that have recently been touched by someone.
- You can communicate with the minds of people you are near.

□ MINDMELD

When you touch a willing or sleeping subject your senses are tuned to their thoughts. The GM will give you an impression of what's going on inside their head.

BEARER

When you embrace the fate of carrying an intelligent weapon, the next time you level up you may choose to gain this move:

☐ WHOSOEVER HOLDETH

You are bonded to your weapon. Write a new bond with your weapon. From now on, when you write new bonds, you may write them with your weapon instead of a player character. Your weapon cannot leave your possession.

Your weapon will make its desires known to you in a manner befitting its construction and purpose. When you accomplish something your weapon desires, it bestows boons on you—choose as many different boons as you have bonds with your weapon:

- The weapon restores your health: heal 3d6 HP
- The weapon grants you knowledge, the GM will describe it
- The weapon bestows insight, mark XP
- The weapon does not intrude on you, for a time

If your weapon resists your actions, take -bonds with that weapon to any rolls made for that action.

If you have the move whosoever holdeth, these count as class moves for you; you can choose from them when you level up:

☐ HUNGER

Add your bonds with your weapon to any damage you deal with your weapon.

☐ ALL THAT POWER

When you roll a 12+ while wielding your weapon you gain some insight into the origin, history, or purpose of your weapon. The GM will describe it.

☐ ITS NAME IS DREAD

When you use your weapon (including its history and reputation) for leverage, you can parley with +bonds with your weapon instead of +CHA.

☐ BOUND FOR LIFE

When you would take your last breath while wielding your weapon you instead have a choice: give up your weapon and take your last breath, or take a permanent debility of the weapon's choice as it returns you to life.

BLOB

When you are engulfed by a slime, ooze, or pudding, and some of it stays with you, the next time you level up you may choose this move:

☐ AMBEOID OVERLORD

A piece of the thing that engulfed you is now yours to command. Treat it as your character: you say what it does and it triggers basic moves as a character would.

Slime, ooze, or pudding characters have +1 STR, +0 DEX, +2 CON, and no INT, WIS, or CHA (they cannot make moves with those stats). They have d4 damage and 4 HP but if they reach 0 HP they splatter and become inert instead of dying—scoop it together again and it'll be fine. They do not gain XP.

If you have ambeoid overlord these count as class moves for you; you can choose from them when you level up:

☐ SCUZZY METAMORPHOSIS

You can turn yourself into an ooze. While in ooze form you can squeeze and slide like an ooze (fitting through any space a mouse could) and you gain +1 armor, but you take -1 ongoing to INT, WIS, and CHA.

□SLIME RECRUITER

You can keep a piece of any slime, ooze, or pudding you defeat and use it as your minion. It becomes your character, as described in ambeoid overlord. You can command at most $2 + \text{CHA}$ slime minions. If your CHA changes such that you can't control some of your minions you choose which to lose control of—they act as slimes would, though you may still be able to convince them to do as you say.

□SLIME SHAPER

When you spend time in communion with your slime minions you may adapt their stats. For each slime minion, choose one of STR, DEX, or CON to be +2, the others are +1. Your slime minions never have INT, WIS, or CHA scores.

□DIVIDE AND CONQUER

You can create slime copies of yourself. Each copy reduces your INT, WIS, and CHA by -1. Your copies are your characters: you get to say what they do and they use your stats, but they cannot use any moves based on INT, WIS, or CHA. You can only create more copies so long as one of your INT, WIS, or CHA is +1 or greater.

DRAGONSLAYER

When you drink the still-warm heart-blood of a dragon the next time you level up you may choose this move:

□DOVAHKIIN

You gain a new stat called BLOOD, which starts at +1. When you call on your dragon blood for strength you take +BLOOD forward to STR rolls. Then roll 1d4, if the result is less than or equal to your BLOOD you must give in to dragon nature: greed, wrath, or disdain.

When you drink the still burning heart-blood of a dragon your BLOOD increases by 1.

If you are dovahkiin, these count as class moves for you; you can choose from them when you level up:

□DRAGON'S BREATH

When you unleash the fire in your belly you breath fire: deal your damage to all creatures in the path of the flames and to yourself. Then roll 1d4, if the result is less than or equal to your BLOOD you must give in to dragon nature: greed, wrath, or disdain.

☐WYRM-TONGUE

You speak the language of dragons. Any creature of this world will understand what you say, and you can understand them.

☐TIRELESS BLOOD

The sick debility no longer applies to you. If something would cause you to become sick you get the debility, but it gives you no penalty.

☐FURY

When you call on your dragon blood for strength your next attack also becomes messy, forceful, and +1 piercing.

☐FIERY VEINS

Heat and flame can no longer harm you (though they can still burn or melt your possessions).

☐WAKE THE DRAGON

When you parley using greed, wrath, or disdain, take +BLOOD to the roll.

FLUX

You touched the mind of god. That cloak of phasing tickled that rift of chaos just right, and in that moment before you rematerialized a slice of the foundation of reality was captured within you. The next time you level up you can choose to take this move:

□ BIND

When you call upon the fundamental force within yourself while touching two objects no heavier than yourself, roll+CON. *On a 10+ choose 3. *On a 7-9 choose 2.

- The objects are attracted to each other like Newton's apple to the ground
- The bond lasts until you choose to break it
- You are able to weaken the bond without breaking it
- There are no adverse side effects

If you took bind, these count as class moves for you; you can choose from them when you level up:

□ BINDING FIELD

You can bind any two objects you can see, not just those you touch.

□FARADAY'S LAW

Magnetism pulses from your flesh stirring loose the charge that lives in all metal. When you stir the charge within a weapon you hold it does +1d4 damage ongoing. Until you dismiss this effect you take -1 to bind.

□REPEL

When you bind two objects you can choose to have them repel each other instead of attracting each other. The force is the same.

□DUE NORTH

You always know where you are with respect to the northernmost point of the world.

□SUBTLE SENSE

When you discern realities you can also choose to ask “what nearby is metal?”

□VELOCITAS ERADICO

You can volley with any object up to 2 weight by repelling it from yourself. Objects launched this way are far range only. When volleying this way use CON instead of DEX.

LANDED GENTRY

When you are granted a hold by your betters, you may choose this move when you level up:

□ LANDED

You own a stronghold. Give it a name! Add it to the world map as a keep standing with these tags: Poor, Steady, Guard, Oath (protection for nearby lands). Choose 2 benefits:

- **Taxation:** Your stronghold provides income, roughly one coin per family within its domain per year.
- **Fortified:** Your stronghold is nearly impregnable, its walls and siege defenses are strong.
- **Garrisoned:** Your stronghold is Garrison instead of Guard.
- **Prestigious:** Your stronghold is well-known and therefore you are too. Add Personage (you).
- **Skilled:** Your stronghold has people with exceptional skills, such as blacksmithing or magic. Add Craft.

The GM will also give you one complication:

- **Infested:** There are monsters about
- **Unrest:** The people are unhappy with the stronghold
- **Disputed:** Someone else has a claim to your stronghold too.

If you are landed, these count as class moves for you; you can choose from them when you level up:

☐DIPLOMAT

When you send a letter requesting a person's presence in your stronghold, roll+CHA. On a 10+ they agree to visit with the expectation of hospitality. On a 7-9 they name some terms, you must meet them or they refuse.

☐CALL THE BANNERS

When you recruit from your stronghold or the lands it protects you cannot get a 6-, treat that as a 7-9.

☐HOLD COURT

When you hold court and hear the problems of the people the GM will tell you of at least one opportunity within you stronghold or the areas surrounding it.

☐LONG ROAD HOME

No matter where you are, you always know either a long and safe way or a shorter and more dangerous road home to your stronghold. Your choice.

☐IN THE SERVICE OF THE PEOPLE

When you either successfully deal with a problem in your realm set forth by the GM or successfully pursue an opportunity you heard while holding court, change any one tag for your stronghold.

WRAITHLANDER

When you return from the wraith lands the next time you level up you can embrace your experience and choose this move:

□FROM THE FORBIDDEN LAND RETURNED

You bear a mark of your time in the wraith lands. Choose a part of your body that takes on the visible aspects of death while remaining fully functional:

- **Eye:** When you touch a corpse you see what it saw in its last moments. The GM will describe it.
- **Tongue:** You may lace any spell, prayer, or oath with a link to the forbidden land. Its effects on the dying or dead will be amplified, as described by the GM.
- **Arm:** Any weapon you grasp flows into the other world. It gains +2 piercing against living creatures.
- **Legs:** Your passing leaves no mark or scent as a living person would.

Dead spirits see your mark and know you as their own. Any dead spirit that still clings to the mortal plane will speak with you, sharing openly. The living, especially the devout, see your mark as a sign of sin. You take -1 ongoing to CHA rolls with the devout who see your mark.

If you are from the forbidden land returned, these count as class moves for you; you can choose from them when you level up:

☐ FINAL TETHER

When you speak to a dead spirit you take +1 forward with all who knew that spirit in life.

☐ INDELIBLE

The mark of the wraith lands grows such that it may not be concealed, describe it. The dead will seek you out, giving you what aid they can. The undead will not harm you. The devout will treat you as a heretic.

☐ DEATH'S FRIEND

When another player character meets death you may immediately resolve a bond you have with them, marking XP and writing a new bond (maybe “___ knows something about death I do not, they will tell me”) as usual.

☐ BRANDED

Choose another body part for from the forbidden land returned.

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