

# The Artist



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*The finest things in life can't be bought. They need to be made with passion and emotion. You can provide those things, and that makes you valuable to both high society and the masses alike.*

## Entry Condition

You must be a practitioner of some renown of an art, be it visual, auditory, or performance-based.

### Moves

#### Adoring Fans



When you first meet an admirer, roll +Natural. On a 7 or greater, they make you an offer (with strings attached) pertaining to your work. On a 10 or greater, they Respect you as well.

#### Crowd-pleaser



When you present a piece to an audience, you may roll +Natural. On a 10 or greater, choose two of the following:

- ~ Tag an audience member based on their reaction.
- ~ Place an Environment Tag describing the wide reaction.
- ~ One audience member promises something to you afterward.
- ~ Name an audience member who did not Respect you before. Either they now Respect you or you gain 1 Chi (MC's choice).

#### Virtuoso



So long as you are performing or creating your art, anyone watching cannot look away. MC characters are Tagged *Enraptured*, and player characters must Stand Fast to tear themselves away.

# The Bloodshaper



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*Boiling, raging, flowing; blood is water, people are blood. They say all these words about free will and liberty, but you know better. People are water, and water is yours to command.*

## **Entry Condition**

You must have the Watershaping or Mindwarp move. You must take Bloodshaping before you can take Crimson Moon or Blood-Curdling.

### **Moves**



#### **Bloodshaping**

When you manipulate a non-player character's blood to control their body, roll +Hot. On a 10 or greater, your hold is firm and lasts until you release your concentration. On a 7, 8, or 9, your hold lasts for but moments, enough time for an action or two at most.

You only get to command their body, never their mind.  
Bloodshaping takes total mental and physical concentration.



#### **Blood-Curdling**

Bloodshapers are reviled, but more importantly they're feared. When you Speak Honorably or Act Dishonorably and they know you are a Bloodshaper, roll +Fluid instead of the usual stat. If you're Bloodshaping them while you do it, treat any result less than 7 as a 7.



#### **Crimson Moon**

When the moon is full, spend 1 Chi to use Bloodshaping against anyone under the light of the moon, so long as you know where they are. While you do so, you can see through their eyes.

# The Doctor



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*Even the most respectable of scholars knows that their studies are often trivial at best; the doctors are the masters of applying their knowledge to help.*

## **Entry Condition**

You must have the Always Prepared move to take Physician. You must take Physician before you can take Field Medic or Scavenge.

### **Moves**



#### **Physician**

When you take time to heal the troubles of another, spend up to 3 Materials and roll +Materials spent. On a 10 or greater, remove their Mild Tags and reduce their other Tags by one stage of severity. On a 7, 8, or 9, remove any one Tag from them.

Use common sense in determining if a Tag simply couldn't be removed by the Doctor. Rename any Tags that don't make sense once moved to a lower severity level, but keep the concept in the same vein.



#### **Field Medic**

When you heal another character, you may spend an additional Material to do so quickly.



#### **Scavenge**

When you scan and search an area and Observe Carefully, add the question:

~ What raw materials are here that I could make use of?

If you gather it up and take it with you, gain 1 Material.

# The Lavashaper



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*Pressure changes things. When applied, it can crush coal to diamond, temper patience to anger, or melt stone to lava, the molten blood of the earth itself. You've built up a lot of pressure, and you're ready to let it out.*

## **Entry Condition**

You must have the Earthshaping or Fireshaping move. You must take Lavashaping before you can take Equilibrium or Weight Of Expectations.

## **Moves**



### **Lavashaping**

When you convert the environment to lava to cut off mobility, roll +Hot. On a 7 or greater, add an appropriate Environment Tag indicating the area's impassibility. On a 10 or greater, you may also Tag any trapped characters in an appropriate fashion.



### **Equilibrium**

You can control your own body heat, raising it to burning temperatures or down to very low metabolic levels. You can use this to ignore ambient temperatures, avoid detection, melt through substances, or even become a human weapon. However, it does not protect against actual controlled shaping.



### **Weight Of Expectations**

When an Oath drives you to actions you would not have otherwise taken, you may take the *Mounting Pressure* Tag to add +2 to one roll.

# The Lightningshaper



*To master the reckless abandon of the most volatile element requires total discipline, lest you fall victim to its power yourself.*

## **Entry Condition**

You must have the Lightningshaping or Metalshaping move.

### **Moves**



#### **Charge**

When you spend time generating and storing energy, roll +Fluid. On a 10 or greater, you have 2 Charge. On a 7, 8, or 9, you have 1 Charge. Spend 1 Charge to:

- ~ Add 1 to any roll.
- ~ Pull something in or push something away.
- ~ Experience a burst of energy and strength.

If accompanied by an unintended discharge of electricity that causes undesired consequences, gain back the Charge spent.



#### **Magnetism**

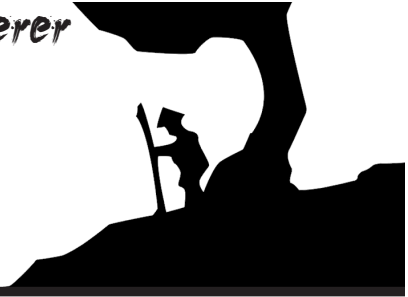
Small pieces of metal move however you will them to. If there is some resistance, or the piece is particularly large, Stand Fast to do so.



#### **Stormchild**

When you spend time Meditating under a flashing storm, roll +Hot instead of +Natural. Add 1 to all shaping rolls until the storm passes.

# The Masterless Wanderer



*Masterless. A simple word, but it holds so much meaning to you. It is the shame of failure, it is the fear of death, and it is freedom from obligations.*

## **Entry Condition**

You once were in the service of a lord in an official capacity, but they died dishonorably. Alternatively, they purged you from their ranks for a perceived failure.

### **Moves**



#### **Hardened**

You have a point of Weariness. Spend your Weariness when you would take a social Tag to instead take the Tag *Jaded*. Regain your Weariness when you have time to yourself to reflect on your experiences.



#### **Traveler**

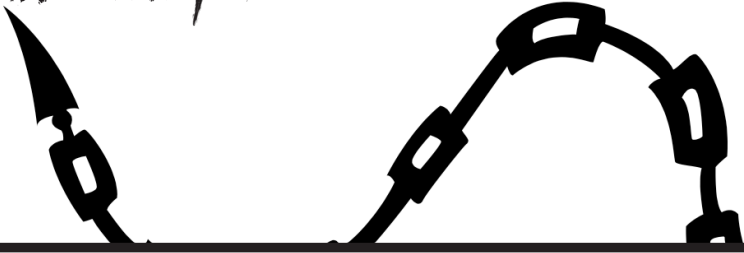
When you return to a community you once visited, roll +Natural. On a 7 or greater, the locals remember you favorably. On a 10 or greater, the community Respects you.



#### **Unreliable**

When you break an Oath to someone, you can make them a new promise. If they accept, they gain 1 Chi and you do not roll for breaking the Oath. If it was to an MC character, the MC gets the Chi.

# The Metalshaper



*Harder than rock, sharper than stone, shinier than sand; metal is earth perfected. When you grasp it you take on that perfection: sharp, impenetrable, and shining.*

## **Entry Condition**

You must have the Metalbending or Mindwarp move.

### **Moves**



#### **Make My Own Luck**

Your maximum Fortune is one higher, but you cannot spend Fortune unless there is metal within your reach.



#### **Shine and Glitter**

When you adorn yourself with metal and jewels, you roll +Solid when Speaking Honorably or Acting Dishonorably.



#### **Transmutation**

You may spend 1 Chi to convert a handful of earth into metal, or to change one type of metal into another.

# The Plantshaper



*To hold the water flowing through root, stem, and leaf isn't to rule nature, but to become one with it.*

## **Entry Condition**

You must have the Watershaping or Mindwarp move. You must take Plantshaping before you can take River of Leaves or Swamp Monster.

## **Moves**



### **Plantshaping**

When you bend the water in plants to grow or move them, roll +Solid. On a 10 or greater, the plants are: (choose 2)

- ~ Thick and sturdy.
- ~ Overgrown and obscuring.
- ~ Lithe and flexible.

On a 7, 8, or 9, choose only 1.



### **River of Leaves**

All plantshaping moves as well as Stand Fast roll +Fluid instead of +Solid.



### **Swamp Monster**

When you gather many plants around yourself into a great beast, roll +Solid. On a 10 or greater, you have 3 Plant. On a 7, 8, or 9, you have 2 Plant. Spend 1 Plant to:

- ~ Weather any blow.
- ~ Cause massive carnage, with collateral damage, adding Tags as appropriate.
- ~ Manipulate plants as if you'd rolled a 7 on a Plantshaping roll.



# The Sandshaper



*Stone is not always solid. sometimes it is like clouds in the sky, sometimes like a vast ocean of never-ending dust.*

## **Entry Condition**

You must have the Airshaping or Earthshaping Move. You must take Sandshaping before you can take Dust in the Wind or Earthflow.

### **Moves**



#### **Sandshaping**

When you craft something solid from sand, roll +Fluid. On a 10 or greater, choose 2 from the following list. On a 7, 8, or 9, only choose 1.

- ~ It is just as effective as the genuine article.
- ~ It will last for a while.
- ~ Unless inspected thoroughly, one cannot tell it is made of sand.



#### **Dust in the Wind**

When you throw sand into the air, roll +Natural. On a 7 or greater, sand and dust are suspended in the air, in contact with everything. On a 10 or greater, you can obscure anything within the cloud from the view of anyone in the cloud.



#### **Earthflow**

When you entrap a foe in sand, roll +Fluid. On a 10 or greater, Tag them appropriately. On a 7, 8, or 9, they are trapped and Tagged appropriately, but only for as long as you maintain your focus.

# The Shaping Master



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*Hard work pays off, and you've certainly worked hard. A master in your own right now, your skills are among the best in your field. Only one question remains: to what heights shall you climb next?*

## **Entry Condition**

You must have trained with a Master and gained a Mastery move. Any Mastery move is sufficient. You also must have at least 1 “-shaping” move or Mindwarp.

### **Moves**



#### **Gift of Opportunity**

Your maximum Fortune increases by 1. You may spend your Fortune as if it were Chi to improve the results of your Moves, without giving any Chi to the MC.



#### **Natural Mastery**

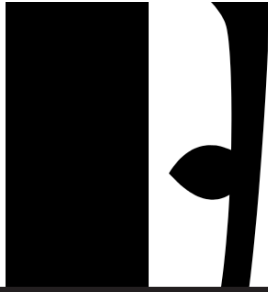
Gain any two -shaping moves you qualify for, from playbooks or sub-playbooks.



#### **Teacher**

When you and another player character who Respects you have an extended amount of downtime together, you may spend 5 Chi to teach them one of your moves (other than this one) so long as they also fulfill any requirements for that move.

# The Spy



*Any real politician knows that fairness and honesty only gets you so far. After all, a kind word and a knife in the dark gets you further than a kind word alone.*

## **Entry Condition**

You have unraveled some authority's power through subterfuge. Tell the MC two secrets the Spy keeps from everyone. (You can and should tell the other players, but their characters do not know.)

## **Moves**



### **Blade in the Dark**

When Observing Carefully in conversation, add the following questions to the list:

- ~ How can I get them alone?
- ~ In what ways are they vulnerable?



### **Ear to the Wall**

When you eavesdrop on a conversation to learn secrets, Meditate but roll +Keen instead of +Natural.



### **Faceless**

When you disguise who you are to people who know you, roll +Keen. On a 10 or greater, you can pass among them undiscovered. On a 7, 8, or 9, anything beyond a cursory look reveals who you are.

To disguise yourself as a specific person, your disguise must incorporate some iconic element of theirs.



*You harbor the Great Spirit of Balance. You are the bridge: between elements, between man and spirit, between the world and its denizens. It is a great responsibility, and a vital one.*

### **Entry Condition**

You must have called upon to re-balance the world.

#### **Moves**



#### **Balanced Scales**

Whenever you Tag another character, you may take the same Tag yourself. If you do, gain 1 Chi.



#### **Chosen of the World Spirit**

You have a sixth stat, called Spirit. This stat starts at +0. Whenever you restore peace, increase your Spirit by 1 (maximum +3). Whenever you commit serious bodily harm, decrease your Spirit by 1 (minimum -1). At any point you may manifest the World Spirit. While you are doing so, you are capable of shaping any element and use your Spirit stat for any rolls. When you release the World Spirit or at the end of the scene (whichever comes first), reduce your Spirit to +0 and take the *Fatigued* Tag.



#### **Sealed**

At any point, you may clear away all other Tags on your character and become Sealed. Sealed characters cannot shape any elements and may face other consequences. The MC will tell you what happens when you seal away the World Spirit, and possibly how to release the seal.