

# NAME

# LOOK

Human: Vikram, Talukdar, Guan-Yu, Quaithe, Moqorro

Demon Mask, Shadow Mask, Ornate Mask, or Illusionary Face  
Flame Tattoos, Tribal Tattoos, Spirit Tattoos, or  
Tattoos of your Victims  
Rich Robes, Tattered Robes, or Tight Robes

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

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

## ALIGNMENT

- LAWFUL**  
Cause the unworthy to pay the price.
- NEUTRAL**  
Learn something you can use to gain power.
- EVIL**  
Benefit from the suffering of another.

## STARTING MOVES

### The Spirit is Willing, the Flesh is Strong

When you **focus on the strength in yourself or the willing ally you touch**, state a worthy weakness and roll +INT. \*On a 10+, your target chooses one benefit. \*On a 7-9, as 10+ but the target also gains the weakness:

- Slip away like water
- Hang in the air when you leap
- Harden your flesh like stone

On a 6-, your target gains an impairment or debility related to the weakness.

### Sanguine Senses

When you **speak frankly with someone** who bleeds, you may ask their player a question from the list. They must answer it truthfully, but now they know you know:

- Whom do you serve?
- What do you wish I would do?
- How can I get you to \_\_\_\_\_?
- What are you really feeling right now?
- What do you most desire?

### Cleansing Flame blood

When you **concentrate on a blood-soaked weapon** you hold, it will burst into flame for a short while. The weapon gains the *flaming* and *blood* tags. Mundane weapons will be ruined by the time the fire burns out.

### The Brightest Flame

You are immune to the effects of weather and show no signs of aging. You don't need to eat or drink. If a move tells you to mark off a ration you just ignore it.

## BACKGROUND

- FAVORED BY R'HLLOR**  
When you stare into open flame to glimpse a vision, roll+CHA. \*On 10+, you see a pertinent vision of the future, past, or present. \*On a 7-9, you see a vision you find difficult to interpret which is no less true for your lack of insight.
- BLOOD WARRIOR**  
When you make a *blood* attack, you choose one additional tag to add to the attack:
  - *stun*
  - *reach*

## BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ has chosen the darkness. I will pray for them.

\_\_\_\_\_ has a heart of fire.

I will draw strength from \_\_\_\_\_ and they will draw strength from me.

\_\_\_\_\_ does not know who they are, but I will help them find out!

## GEAR

Your load is 7+STR. You wear a magical symbol of your power. Choose your weapon:

Describe it. You have a bag of books (5 uses, 2 weight).

Choose your defenses:

Leather armor (1 armor, 1 weight)

Healing potion (0 weight) and adventuring gear (5 uses, 1 weight)

Kris (*close*, 1 weight)

Bagh nakha (*hand, precise*, 0 weight)

Choose one:

Healing potion (0 weight)

3 antidotes (0 weight)

## ADVANCED MOVES

**You may take this move only if it is your first advanced move.**

### CHOSEN OF R'HLLOR

You gain the Favored by R'hllor move if you picked Blood Warrior at character creation, or vice-versa.

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

### BLOOD IS LIFE

Whenever you make a *blood* attack against an enemy who bleeds, your attack ignores armor.

### WE DIE TOGETHER BLOOD

When you focus on any enemy within *far*, your blood is linked. Whatever attack is inflicted on you, that enemy suffers the same effect. The link is one-way unless the enemy dies. To end the connection, roll+CON. \*On a 10+, your blood is no longer linked. \*On a 7-9, you deal your damage to yourself and your enemy, but the link is broken.

### BLOOD BOND

When you take this move, you may write bonds with someone whose blood you possess. You may aid or interfere with them without physically being present.

### THE STRENGTH OF BLOOD BLOOD

When you **draw upon the strength of your body** as you Cast a Spell or perform another magical feat, the spell or feat's effects are maximized and it gains the *blood* tag. Take -1 ongoing to Hack & Slash and other physical feats until you rest for an hour or so.

### BLOODMAGIC ADEPT

When you **drain the life force from a willing or helpless worthy sacrifice**, gain 1 soul. When you stake 1 soul to cast a spell, roll+INT. \*On a 10+, you cast a spell of your level or lower from any spell list. \*On a 7-9, you cast the spell and lose 1 soul.

### CRIMSON TETHER

When you possess someone's blood, you may treat yourself as being within *touch* for purposes of spells, magical feats, or use of poison.

### BLOOD PULSE BLOOD

Your spells and magical feats gain the *forceful* tag. Intelligent targets of your magic may choose to advance towards you, but their blood increases in temperature in proportion to their distance to you. Unintelligent enemies who bleed will avoid you. The effect lasts until you perform more magic.

### SHADOWSELF

When you name a creature and step into the shadows, your shadowself arrives at the creature's location and alerts the creature to your presence. Your shadowself can speak and makes moves, but not attacks or spells. If your shadowself is attacked, you return to your original location.

### STOKE THE FLAME

You are immune to poison.

### MULTICLASS DABBLER

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

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

### SHADOW RUSH

When you lead the charge into combat, you become *insubstantial*. The effect lasts until you attack again, combat ends, or you dismiss the effect.

### I HUNGER!

When you use the spirit is willing, the flesh is strong, on a 10+, your target may choose to take the weakness and choose one:

- extend the duration of the benefit and the weakness
- select a second benefit

### SHADOW WARRIOR

*Requires: Bloodmagic Adept*

When you press shadows into service, spend 1 soul. You create a magical mindless loyal warrior of pure shadow that can do nothing but attack. The shadow warrior has 1 HP, +1 modifier to every stat, and is both *insubstantial* and *terrifying*. Choose one:

- It's talented. Give one stat a +2 modifier.
- It's durable. It has +2 HP for each level you have.

The shadow warrior will attack any creature you command it to attack, dealing your damage, until you dismiss it, it is killed, or it ends a life.

### BLOOD CHAMPION

*Replaces: Blood Warrior*

You may add one of *stun*, *reach*, or *near* to any *blood* attack.

### BOLSTERING BLOOD

*Requires: We Die Together*

The first time your enemy is struck a by non-link attack, you gain 1d4 HP. Add +1 HP if the attack also kills the enemy.

### SOUL RITUAL

*Requires: Bloodmagic Adept*

You may spend 1 soul to briefly gain access to a place of power and the wizard move Ritual.

### LOST IN SHADOW

You may cloak yourself or a willing ally in the appearance of any person (not beast or monster) whose blood you possess. The effect is an illusion, but a convincing one. It lasts until you dismiss the effect, but you can only sustain one cloak.

### MULTICLASS INITIATE

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