

THE ASSASSIN

COMPENDIUM CLASS

When you **accept payment to end the life of another**, you may take this move when you next level up:

SURVEILLANCE

When you **take time to research a target**, name the person you wish to learn about and ask the GM these questions. When **acting on the answers** you and your allies take +1 forward.

- When are they vulnerable?
- Who are their allies? Who are their enemies?
- What is the greatest obstacle I would have to overcome to reach them?

ONCE YOU HAVE TAKEN SURVEILLANCE, THE FOLLOWING MOVES MAY BE TAKEN IN PLACE OF AN ADVANCE

BLOOD IN THE WATER

When you **deal damage to a target**, you may gain 1 hold. All hold is lost when that target dies and you may only have hold against one target at a time. Hold may be spent one-for-one on the following:

- Make a deadly strike that ignores armor, but grants no hold.
- Perfectly parry or dodge one of their attacks, taking no damage.
- Make your way safely into melee range of your target.
- Instantly dispatch a humanoid target that has [hold]x4 or less of their maximum hitpoints.

As long as you have hold from this move, you have -2 armor against all creatures other than the one you have hold against.

DEADEYE

When you **take about a minute to line up the perfect shot**, roll +DEX. **On a 10+**, choose two. **On a 7-9**, choose one.

- Your shot flies straight and true, instantly killing an unarmored target and dealing your damage+1d8 against an armored target. If this option is not taken, deal damage as normal.
- You perfectly gauge the wind, and are able to hit your target even at a truly prodigious range.
- Nobody near the target is able to tell which direction the shot came from.

NOTHING UP MY SLEEVE

Choose a weapon with weight 1 or lower. Through hidden compartments, clever engineering, or sleight of hand, this weapon can remain undetected on your person through all attempts to search you. Weapons not longer than your forearm can be drawn instantly, but larger weapons take a brief moment to retrieve or reassemble.

SIGNED IN BLOOD

When you **die in the course of attempting to fulfill an assassination contract**, you are resurrected with all of your gear intact somewhere within a mile of where you die. If you **successfully kill them within twenty four hours**, you stay alive. **If twenty four hours pass without killing your target**, you immediately disintegrate and cannot be revived by any means.

THE CURSED KNIGHT

COMPENDIUM CLASS

When you **become corrupted by the Fang of Night**, you **MUST** take this move when you next level up:

CHOSEN

The Fang of Night becomes permanently bonded to you. Any favored weapon bonuses you have are transferred to it, and you can call the Fang of Night to your hand at will. You do not use the Fang of Night move when attacking (see below), and instead deal +1d6 whenever you deal damage. You also gain an obvious and difficult to conceal mark of corruption - describe it.

ONCE YOU HAVE TAKEN CHOSEN, THE FOLLOWING MOVES MAY BE TAKEN IN PLACE OF AN ADVANCE

BY BLOOD SUSTAINED

When you **deal damage with the Fang of Night**, heal +1d8 hit points. You can no longer regain hit points through any other method, including resting or healing magic. Lose 1 hit point every 24 hours in which the Fang of Night does not taste blood.

UNCHAIN THE BEAST

When you **unleash the full power of the Fang of Night**, roll +CHA. **On a 10+**, choose 2. **On a 7-9**, choose one.

- The damage bonus from Chosen increases to +2d6.
- You temporarily grow wings of darkness.
- You can sense living beings by heartbeat.

In addition, **on a 7-9**, choose one. **On a miss**, choose 2:

- You attack the nearest living thing
- You lose 1d6 hit points
- Your armor is temporarily halved (rounded down)

UNDYING HUNGER

When you **either deal damage or move directly towards a target within sight range with the intent to do so**, you cannot die for a few minutes. When you **are at 0 hit points or less and do not meet this condition**, immediately take your Last Breath. **On a miss**, your physical body disintegrates into shadow and you become a thrall of the Fang of Night.

ITEM: THE FANG OF NIGHT

1 weight, close

When you **break the chains binding the cursed sword Fang of Night and draw it in battle**, deal an extra +2d6 whenever you deal damage. When **the battle ends**, roll +CHA. **On a 10+** you can resist the sword's pull, but not forever: take -1 ongoing to this move (stacks cumulatively). **On a 7-9**, choose one:

- Your victory is hollow, either putting you in a worse situation than you were in before or somehow harming someone or something important to you.
- The Fang of Night's thirst for blood is unsatisfied by your paltry offering; end the life of a surrendered opponent or lose half your hitpoints, rounded up.
- The Fang of Night draws upon your life force; permanently lose a stat point (GM's choice) until the next time you draw it.

On a miss, the GM describes how the cursed sword's powers run amok.

THE DEMIURGE

COMPENDIUM CLASS

When you **acquire or unseal forbidden power**, you may take this move when you next level up:

BY WILL ALONE

When you perform a ritual, the following drawbacks cannot be suggested by the GM:

- You'll need help from ____
- It will require a lot of money
- You'll have to disenchant X to do it

And the following drawbacks are added to the list of possibilities:

- You get exactly what you want, and it is terrible
- You exhaust your mental faculties, take -1 ongoing to mental actions until you get a good night's sleep
- The magical energies involved are detectable for miles

ONCE YOU HAVE TAKEN BY WILL ALONE, THE FOLLOWING MOVES MAY BE TAKEN IN PLACE OF AN ADVANCE

OFF THE CHARTS

For the purposes of rituals, you are a mobile place of power. Any magically-attuned being will recognize you for what you are on sight, and attempts to disguise your power will always fail. In addition, you emit an almost palpable aura of power. Glass cracks and shatters, dogs howl, small objects drift gently upwards, and other strange phenomena occur around you.

SCOUR THE BODY

When you **cast a spell that does damage**, you may do an extra 1d8 damage, but suffer a debility of your choice.

VAPORIZE

Any opponent that you kill with magic is utterly obliterated in a blinding flash of light. Creatures near ground zero take 2d6 damage.

THE FIREBRAND

COMPENDIUM CLASS

When you **take a significant personal risk to work against established authorities**, you may take this move when you next level up:

PLAN B

When you **have at least several hours to plot and scheme**, roll +CHA. **On a 10+**, hold 2. **On a 7-9**, hold 1. **On a miss**, hold 1 and the GM holds 1. Hold may be spent 1-for-1 on the following:

- A commoner comes to your aid in a plausibly deniable fashion
- Something explodes.
- An escape route either reveals itself or is closed off.

ONCE YOU HAVE TAKEN PLAN B, THE FOLLOWING MOVES MAY BE TAKEN IN PLACE OF AN ADVANCE

BORN OF THESE STREETS

You become attuned to The Iron City for the purposes of all druid moves that refer to lands. In addition, you may shapeshift into non-specific individuals (such as 'a merchant' or 'a beggar') per the shapeshifter move, including all necessary personal possessions. These possessions disappear when you revert to your normal form.

SEDITIONIST

You may take +1 to recruit hirelings. When this bonus is applied, all hirelings recruited have a cost of 'work against the ruling authorities.'

TORCHES IN THE NIGHT

When you **denounce a person or institution in the public square (a single guard post works, 'the guard' is probably out)**, roll +CHA. **On a 10+**, the people erupt in open hostility towards your target, doing whatever they can against it. **On a 7-9**, the people are moved, but not enough to put themselves at risk. They act against the target, but only in deniable ways. **On a miss**, you lose control of the mob.

THE JUGGERNAUT

COMPENDIUM CLASS

When you **push on after taking an impossible amount of pain**, you may take this move when you next level up:

UNSTOPPABLE

When you **suffer a debility, condition, or restraint and act in spite of it**, roll +CON. **On a 10+**, gain 2 hold. **On a 7-9**, gain 1 hold. **On a miss**, gain 1 hold, but after you spend it your debility, condition, or restraint grows worse. Spend 1 hold to completely ignore all debilities, conditions, and restraints upon you for the duration of a single move.

ONCE YOU HAVE TAKEN UNSTOPPABLE, THE FOLLOWING MOVES MAY BE TAKEN IN PLACE OF AN ADVANCE

COMING THROUGH

When you **charge through all obstacles to get where you need to be**, roll +STR. **On a 10+**, you completely smash through all barriers in your way - walls come down, tables break apart, smaller enemies get tossed aside, and larger ones get out of your way. **On a 7-9**, choose 1:

- You smash through all barriers in your way, but leave yourself open to harm - the GM will tell you what.
- You smash through only the first barrier in your way.

SCATTER BEFORE ME

When you **attack a group of enemies all at once**, roll +STR. **On a 10+**, choose two. **On a 7-9**, choose one.

- You don't leave any openings for them
- Deal your damage to each enemy in the group (roll only once).
- Send them all flying away from you with great force.

YOUR WEAPONS CANNOT HARM ME!

When you **take an enemy's attack without striking back**, roll +CON. **On a 10+**, choose 3. **On a 7-9**, choose two. **On a miss**, choose 1, and take 1d4 damage that ignores armor.

- Their weapons shatter against you.
- You gain +6 Armor against the attack.
- Lesser enemies run in fear of you.
- Take +1 forward.

THE SWASHBUCKLER

COMPENDIUM CLASS

When you **successfully save the day with style and panache**, you may take this move when you next level up:

MAN OF ACTION

There is always a chandelier, rope, window, cart, easily-spooked herd of livestock, or similar unusual environmental hazard handy in any situation in which it would be convenient for you and remotely plausible.

ONCE YOU HAVE TAKEN MAN OF ACTION, THE FOLLOWING MOVES MAY BE TAKEN IN PLACE OF AN ADVANCE

A LOVER IN EVERY PORT

When you **enter a town that you've been to before**, roll +CHA. **On a 10+**, there's an old flame of yours who is willing to assist you somehow. **On a 7-9**, they're willing to help you for a price. **On a miss**, your romantic misadventures make life more complicated for the party.

TO THE PAIN

When you **deliver a grandiose speech on the spur of the moment**, roll +CHA. **On a 10+**, your intended subjects are transfixed and can take no other action. **On a 7-9**, they still pay attention, but they learn something from the speech that you did not intend to reveal (such as the fact that your allies are sneaking up behind them).

TRUE LOVE AND HIGH ADVENTURE

When you **attempt to enact a daring plan OR defend the honor of someone you have declared your affections for**, take +1 ongoing to Defy Danger and Hack & Slash until the plan falls apart or their honor has been successfully defended.