

DEMIGODS

by Jason Mills

Quickstart Rules v3

Setting

Demigods is a magical realism role-playing game, set in the modern day. All of the gods are real and every belief system is correct — all at the same time. In this fictional world the gods exist because humans imagined them into existence. At least a dozen different sun gods are pushing, pulling, or being the sun, while that same sun is a giant fusion engine ninety-three million miles away. Multiple truths, all at once. Lean into it.

Most mortals believe in the gods, or a god, but don't know for a fact that they are real. The same human imagination that brought the gods into existence also allows mortals to edit out things they don't want to see. When a seven foot tall demon walks into a coffee shop, the barista can believe that they're just a very tall person, ignoring the blue skin, horns, and spiky tail.

Demigods

Gods are too powerful to visit Earth very often or for very long because they are imbued with the ability to manipulate Fate. They can enmortalify™ themselves for a few days to visit, but they're weakened and need to head home soon to avoid twisting the fabric of reality. Fate in Demigods is not a god or group of gods, but is an overarching concept used to describe why supernatural beings can do things that mortals can't.

The gods must remain mysterious. Their power is based in human belief—if mortals knew for sure that Shango exists, rather than simply believing in him, his power would diminish and he would eventually cease to exist in a puff of logic.

In order to influence mortals and earthly affairs without risking their demise, the gods use demigods. Either through biology or spiritual adoption, one is imbued with the power of a divine parent. Then the god has an emissary on Earth who definitely, for sure, always does what their divine parent needs. Right?

Pantheons will ask their demigods to carry out tasks and will offer them treasures in return. Demigods have a smaller supernatural footprint than their divine parents and can use their abilities without much trouble, but they're also supposed to work alone. Normally, if demigods spend too much time together their Fates become intertwined, they can't get rid of each other, and then they start to have an effect on reality like gods do.

But your characters are special! They've been through a binding event which has allowed them to work together and not collapse the Fate-time continuum. Following an event called The Binding, their group is called a Weave. More on The Binding in a bit.

To-Do

Pick playbooks, and follow the prompts:

- Character Backgrounds
- Assign Attributes
- Select Gifts
- Select Moves
- Establish The Binding
- Character Tangles

Playbooks

As the half-mortal child of a god you have special powers. They don't have to match those of your divine parent. The son of Aphrodite could be a soldier, the daughter of Ogoun could be a poet laureate, and the child of Loki could be a straight-shooter with upper management written all over them.

Your playbook is determined by the character's personality, and the position you see them filling in their pantheon one day.

For character creation, walk through the playbook section by section, starting on the right side of the front page (where the art is), and moving to the back. If you fold it in half like a little book, it's easier.

Playbook, Page 1

Name, Divine Parent, Backstory, and Ascendance Describe your look, pronouns, ethnicity, clothing style, etc. You may also want to note some supernatural weirdness that mortals don't notice — glowing eyes, blue skin, that kind of thing.

Were you informed by your divine parent, or a messenger of some kind? How do you feel about your pantheon? This can be tricky. You might think your divine relatives stink. Demigods are still mostly mortal and can be poached into other pantheons. Are you shopping around? Also describe your mortal family.

Ascendance Move

Demigods are on a path to becoming full deities. The Ascendance Move marks the Demigod embracing a fraction of their true divine nature, and is unique to each playbook. To use your move, just announce that you're using it, check one of the boxes, and take narrative control for a moment. But it doesn't come without a cost.

You'll need to pick a consequence when the moment is over. Your character is now weirder, and less relatable to mortals than ever. This kind of power flakes away your mortal coil, preparing you for true godliness.

If you use it three times, your character will become too divine and must ascend to their pantheon. They're out of the game and you make a new character.

Playbook, Page 2

Attributes, Gifts, Threads, Harm, and Favor
Demigods have 5 attributes: Prowess, Mettle, Awe, Judgement, and Wyrd. Conflicts will be settled in the game by rolling 2 six-sided dice, and adding them to one of these attributes.

Prowess measures your fighting ability, whatever your methods may consist of.

Mettle is how well you work under pressure, performing mostly mortal tasks. Use it to hack a computer, drive a car, etc.

Awe is a measure of your impressiveness—not necessarily your attractiveness.

Judgement is your perception and insight.

Wyrd indicates your aptitude for manipulating the supernatural world around you.

Attributes can range in value from -2 to +4. No combination of bonuses can ever give a single roll greater than +4. Assign the array of values listed in your playbook, and then apply an extra +1 to one of them.

Gifts

Gifts are items or aspects that enhance your abilities and can be juiced up with the Bend Fate basic move when needed. Many of the gifts are fairly vague or strange sounding - that's OK! The idea is to spark a conversation with the Herald (the game runner) about what that gift does for you specifically. There's a whole chapter in the book with more details about Gifts.

Gifts can be temporarily dropped or broken, depending on the situation, but should always come back to the character eventually.

- Any gift with Divine in the title is meant to be a descriptor. If you take Divine Might, you're super strong. That usually means flip-a-car level of strength, for example, but do what works for you and your group. There isn't a direct mechanical benefit, but consider it part of the fiction.
- Epic Weapons deal 4 Harm. Epic Armor reduces Harm taken by 2. An Epic Shield reduces Harm by 1 and you choose a cool ability (reflects gaze attacks, comes back when you throw it, etc). Effects that ignore armor bypass both Epic Armor and Shields.
- Epic Tools and Instruments are awesome items that do something a mortal version couldn't. If your Epic Tool is a laptop, it could be a super-computer that you never have to plug in, for example.
- An Epic Steed can be an amazing horse, a souped-up motorcycle, a hot rod, or whatever else would reliably carry you around. Whatever the form, it is suitable for taking in to supernatural situations.

Gaining Threads

Everyone gets a thread any time they roll doubles on the dice, or when they do something truly epic. The doubles can be any pair of numbers - a pair of ones earns a thread just as well as sixes. There is no limit to how many times you can get this.

Your playbook also has four unique hooks. Each one of these can earn you a thread once per game session. Theoretically, you could get all four every session. Read these aloud in the first session so everyone knows what you're being bribed to do with your playbook.

If you save up five Threads you can spend them on an Advance. More about that later.

Emergency Threads

You can also spend threads one at a time, in three ways:

Reduce 2 Harm. This can combine with your Epic Armor and Shield.

Add a significant detail to the scene.

Spend a thread to give yourself Fate's Favor on a roll you just made (roll 3 dice, take the best two). You can buy the third die after you rolled.

Harm

When you take 7 Harm, you're dead. You become a shade and can use your playbook's Death Move, but gifts and other moves are not available to a shade.

Taking up to 3 Harm isn't a big deal. If you end a fight with 3 or fewer Harm and take some time to rest, you'll heal up right away.

Taking 4 or more Harm represents a significant wound. While you have 4 or more, you have -1 to all rolls (except when rolling your Death Move). Ending a fight with 4 or more Harm means you need magical healing or medical attention. Describe your serious wound.

Death Move

Death is not the end for a demigod. Most of your spirit goes to your pantheon's afterlife when you die, but you're so tightly bound to your Weave that your shade remains with them. Your Death Move is unique to your playbook, and if it has a roll, it does not suffer the -1 for having 4+ Harm.

You have seven days (or something more dramatically appropriate) for your Weave to break into your afterlife and restore you, or you're gone for good.

Fate's Favor and Disfavor

Sometimes Fate gives a damn, and sometimes it messes with you. The Herald, or a playbook move, will say when you roll with one of these. Either way, roll 3d6 instead of 2d6. Favor means you keep the higher two, and Disfavor means you keep the lower two. Doubles only count if they're the highest or lowest two, respectively. If you roll with Favor and get a 5, 3, and 3, you have to take the 5 and 3, even if you'd rather take the 6- and gain a Thread.

Playbook, Page 3

Moves

The Moves in your playbook are unique to your character. Pick three playbook moves during character creation. You can get more through Advancement.

Some of the moves have a GIFTED descriptor. If you have that Move and that Gift, the GIFTED descriptor applies when you use that Move. If you don't have that Gift, you can still use the main part of the Move.

This also applies to Moves with the SPINDLE descriptor. It is optional — just let the Herald know if that to apply.

You also have Basic Moves. Everyone has access to these moves. They're separate from your playbook. The Godlike checkboxes must be unlocked through Advancements. They're not immediately available, even if you roll a 13+.

Playbook, Page 4

Advancements, Tangles, and The Spindle

Threads are how we count experience in Demigods. If you save up five Threads you can buy an Advancement from the list on your playbook, but you can't hold more than five at a time.

On the list of Advancements, you can only check each box once, so choose wisely. You have to take five above-the-line Advancements before you can take anything below-the-line.

Tangles

Ideally all of character creation is done with your Herald and the whole gaming group, in real-time. If that can't happen, at least wait on the Spindle and Tangles until everyone is together.

This is where you describe the relationships your characters have built since The Binding. Because normal demigods aren't supposed to hang out together, characters at the start of the campaign have probably only known each other for a year or so.

Fill in Tangles with the names of other demigods in your group. Try to make sure everyone has at least one for each other player. Make sure the other player agrees to the tangle you're putting them into, because

it might not fit their character idea.

Go around and have each player read all six to let other players possibly volunteer ("Let's crime!") or opt out ("No sexy-times for my character, thanks."). You really want to make sure everyone is comfortable here because these relationships say something about both characters.

Spindle

The Spindle is the same thing for all of the characters. As a group, decide what that location is, then decide individually how you were connected to it before The Binding. During The Binding you all saved the Spindle, intertwining your Fates, creating your Weave, and making it possible for this group of demigods to work together.

Say where the Spindle is physically located, what type of place or building it is, any significant benefits it provides, drawbacks, and whether anyone has an applicable SPINDLE descriptor Move.

There has never in history been a group like your Weave, and the gods have mixed reactions. Some are very excited about having a group of demigods who can take on bigger challenges. Other gods are terrified of your group. While a single demigod could never stand toe-to-toe with an actual god, four demigods is another question entirely.

The Binding

Typically you set The Binding about a year before your story picks up. You want time to explain how your formerly loner-demigods developed interesting Tangles now that they can work together.

Go through these questions and fill in the blanks. You don't need to play out the whole scene, you're just narrating what happened last year. Try to make sure everyone at the table gets a chance to contribute to these answers.

There's space on the Herald sheet to jot down the answers to these questions:

Your Spindle was facing a supernatural disaster (a monster, an evil demigod, etc) but we saved it. What did we save it from?

There was substantial collateral damage. What was destroyed, and how did we make it look less supernatural in nature?

We earned the favor of a major divine being. Who was it, and why did they want to save the Spindle?

We angered a different divine being. Who was it, and what did they have against the Spindle?

Why was our Spindle targeted for this?

Dice Stuff

Demigods is primarily a narrative, story-based game. When characters decide to do something, the outcome may be obvious. If it is, don't worry about rolling dice. If the Warrior with Divine Might wants to kick down a flimsy wooden door, go for it! The story isn't about the door, but what's on the other side.

If the outcome is truly uncertain, roll two six-sided dice (2d6) and add your attribute to the total. So if you roll a 3 and a 4 to SMITE YOUR ENEMIES, and you have a Prowess of +2, then your total is 9, earning a 7-9 result for that move. Each move will say what to do.

No total bonus can be more than +4. If you have an attribute of +4 and roll snake-eyes (1 and 1 on the dice), no power in the heavens or on Earth can raise that from a 6 total. Spending a Thread for Fate's Favor changes your roll, not the bonus, so that's usable in this case.

Sometimes a Move will say specifically what to do on a 6-, otherwise the Herald will fill in part of the narrative. Try not to think of a 6- as a "miss", where you whiff and nothing happens. The character may even accomplish their goal, but the Herald will make a Hard Move, adding danger or pressure to the narrative.

The number one thing to remember is that a roll of the dice always advances the narrative. There should never be a dice roll where nothing happens.

X-Card and Safety Tools

We're here to play a game and have fun, and the X-Card helps give everyone a chance to do that. Leave an X-Card on the table and explain to everyone what it's for. This can be a simple 'X' on an index card.

Anyone can invoke the X-Card for all kinds of reasons, but it's usually to address tone shifts, theming, and disturbing subject matter. If someone asks for something to be removed or changed, please respect that.

The X-Card was created by John Stavropoulos and you can read more about it at: <http://tinyurl.com/x-card-rpg>

Personally, I never play without it.

Play The Game!

You're all set, go have fun! If you get a chance, hit me up on Twitter (@itsProbablyOk) to let me know what you think. Thanks for your support!

TANGLES

_____ doesn't get what you do, but at least they're pretty.

You have a grudging respect for _____'s skills.

You've fought the supernatural shoulder to shoulder with _____ and trust them explicitly.

Your pride has kept you from telling _____ your true feelings.

_____ knows the dark secret you keep locked away.

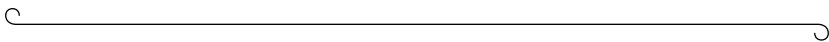
You accidentally injured _____ with your magic, but they don't know it was your fault.



SPINDLE

What it is:

Why you cared:



ADVANCEMENTS

Spend five threads to check a box and advance. You can choose them in any order, but can only check each box once. You have to check five boxes up here before choosing advances from below the line.

- Take +1 Prowess (max +2)
- Take +1 Mettle (max +1)
- Take +1 Awe (max +2)
- Take +1 Judgement (max +2)
- Take +1 Wyrd (max +3)
- Choose a new Gift from any playbook: _____
- Take the Workshop from the Artisan playbook: _____
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook: _____
- Open a door to your Sanctum from any doorway

After you take five advances from above the line, you can take advances from down here.

- Take +1 Wyrd (max +4)
- Learn three more Cantrips: 1. _____ 2. _____ 3. _____

- 10+ on Spellcasting no longer requires a Cost
- Change your playbook to a new one, keeping Gifts, and replacing moves 1-for-1
- Advance three basic moves to Godlike status
- Advance the other two basic moves to Godlike status

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The Arcane

Witch, Wizard, Sorcerer, Mage: whatever you call yourself, you weave the imaginary into the real. You have insight into the forces of Fate and are adept at tweaking it to your will. You search the world for lost artifacts and delve for the understanding of what makes magic tick. No mystery is beyond your ken.

Character Name: _____

Divine Parent: _____

Pantheon: _____

BACKSTORY

Your look:

Informed by:

Pantheon feels:

Mortal parents: _____

ASCENDANCE MOVE



(check a box to use, then select a consequence)

Weaver:

The threads of Fate come together for this one inscrutable purpose. Pull on this thread, snip that frayed end, and weave it all back to your desire. You craft a spell of epic proportions, describe the outcome.

Permanent Consequences:

- All spellcasting draws unwanted attn.
- Reduce max Harm to 6 boxes
- Move Harm penalty to 3 Harm
- Reduce your lowest attribute by one
- Take Fate's Disfavor to SWAY mortals

After the third use of your ascendance move your character ascends to their pantheon and leaves the game.

Make a new character.

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ATTRIBUTES

Start with these values:

Prowess +0, Mettle -1, Awe +0, Judgement +1, Wyrld +2

Then add +1 to one of them.

USED WITH BASIC MOVE:

PROWESS _____ SMITE YOUR ENEMIES

METTLE _____ PERFORM UNDER PRESSURE

AWE _____ SWAY SOMEONE

JUDGEMENT _____ PIERCE THE VEIL

WYRD _____ BEND FATE

GIFTS, choose 3:

- Animal Form (harmless)
- Divine Intellect
- Epic Armor
- Epic Steed
- Epic Weapon
- Familiar (harmless)
- Ritual Spellbook
- Secret Society Membership
- Take another move from your playbook



ARCANE MOVES

take Spellcasting and 2 more

Spellcasting: When you cast a spell, describe what it should do using the Effects you want and the Costs you're willing to take. Roll **2d6 + Wyrld** to cast the spell. Most spells take a little time to finish. Effects and Costs can be chosen more than once per spell.

On a 10+ pick 2 Effects and 1 Cost.

On a 7-9 pick 1 Effect and 1 Cost.

On a 6- pick 2 Costs, and the Herald will fill in the rest. (spoiler: it's bad)

Effects:

- Cast the spell instantly
- Communicate impossibly
- Hide something
- Inflict 2 Harm
- Inflict 1 Harm to a small group
- Restrict Movement
- Reveal a secret

Costs:

- Casting takes longer than usual
- Deal 1 Harm to an ally, ignoring armor
- Draw unwanted attention
- Take 2 Harm, ignoring armor
- Inflict collateral damage
- The spell ends earlier than expected
- Something is hidden from you

Cantrips: You've mastered several basic spells that require little to no effort on your part. Pick three harmless spells you've practiced to perfection. They don't require rolls.

Pick 3 Facilities:

- Close-up magic
- Distract
- Empathize
- Illuminate or extinguish
- Move small objects
- Lock or unlock
- Other: _____

GIFTED: If you have a Familiar, it can cast your cantrips.

Counterspell: Roll **2d6 + Judgement** to dispel ongoing magical effects.

On a 10+ the effect dissolves and you understand it well enough to rebuild it.

On a 7-9 the effect is shut down for the scene but will reactivate eventually.

On a 6- you believe the effect has been dispelled. It has not.

GIFTED: If you have Divine Intellect, roll with Fate's Favor.

Esoteric Etcetera: You know things. Secret things. Dangerous things. When you PIERCE THE VEIL about something truly obscure take a +1 to the roll.

GIFTED: If you have Secret Society Membership roll with Fate's Favor instead of the +1.

Portal: Open a noisy gateway to a familiar, stationary, safe place on the mortal plane. It takes about a minute to open and will collapse after another minute. If you go somewhere unfamiliar, in motion, or dangerous roll **2d6 + Wyrld**.

On a 10+ your portal is precise and you can see through to the other side.

On a 7-9 the portal is connected but you can't see the other side.

On a 6- you're in for a treat. It goes somewhere fun and unexpected!

GIFTED: If you have a Ritual Spellbook take +1 on Portal rolls.

Sanctum: You have a safe, secure, isolated place to work your mystical arts. You, your collection of oddities, and the people you allow in are untraceable while inside.

SPINDLE: If your sanctum is part of the Spindle, it has unique insights about the events of your Binding.

Shields Up: When you spend a thread to reduce Harm, you may reflect it back at the source of that Harm.

GIFTED: If you have Epic Armor you can reflect that damage to any target, not just the source.

Rosetta Stone: When you observe a language for a few minutes you can pick it up flawlessly. This goes for sign language, dialects, and nearly any kind of written communication.

The Voice: You may use **Wyrld** instead of **Awe** to SWAY SOMEONE, but if you do they will eventually realize that you manipulated them and will remember that.

THREADS:

Spend 1 for Fate's Favor, Alter the Scene, or Avoid 2 Harm. Spend 5 to buy an Advancement from your playbook.

GAIN A THREAD

Always:

- Roll doubles
- Be epic

Once Per Session:

- Cast a spell
- Investigate a mystery
- Chastise recklessness
- Explain how magic works

HARM:

-1 to all rolls

DEATH MOVE

A Frayed Knot:

While you are dead, your shade in the mortal world disperses among your Weave. Your consciousness is present with every member at the same time, over any distance. You can pass messages at will.

Favor Disfavor



TANGLES

You made an Epic Item for _____ and they owe you.

_____ relies on your expertise and you have a mutual respect.

You're head over heels for _____ but you don't think they know.

If _____ drags you to another party you're going to scream.

You and _____ are on a hunt for a rare material of some kind.

You confided a deep secret in _____. Will they keep it?

SPINDLE

What it is:

Why you cared:

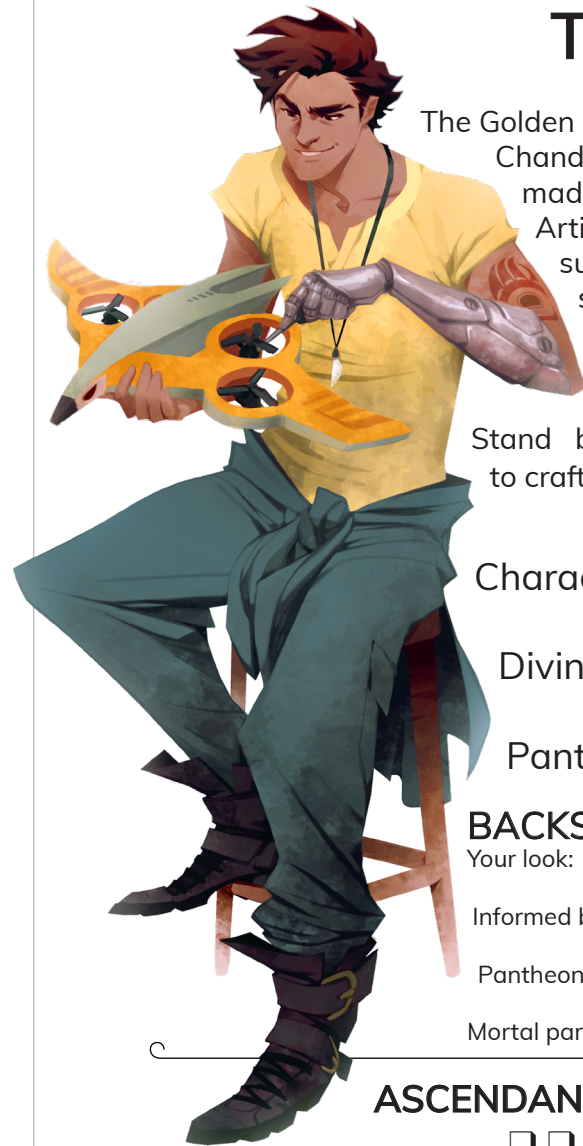
ADVANCEMENTS

Spend five threads to check a box and advance. You can choose them in any order, but can only check each box once. You have to check five boxes up here before choosing advances from below the line.

- Take +1 Prowess (max +2)
- Take +1 Mettle (max +3)
- Take +1 Awe (max +1)
- Take +1 Judgement (max +2)
- Take +1 Wyrd (max +2)
- Choose a new Gift from your playbook: _____
- Choose a new Gift from any playbook: _____
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook: _____
- Take a move from another playbook: _____
- Add another Facility to your Workshop

After you take five advances from above the line, you can take advances from down here.

- Take +1 Mettle (max +4)
- Remove a Hinderance from your Workshop
- Change your playbook to a new one, keeping Gifts, and replacing moves 1-for-1
- Advance three basic moves to Godlike status
 - Advance the other two basic moves to Godlike status



The Artisan

The Golden Fleece, Mjölmir, and the Chandrahas are all divine creations made for the gods, but it was the Artisan among them who crafted such wonders. You are the one who shapes the threads of Fate into works of art, weapons, armor, and devices useful to you, your Weave, and your Pantheon. Stand back, eye protection on: it's time to craft.

Character Name: _____

Divine Parent: _____

Pantheon: _____

BACKSTORY

Your look:

Informed by:

Pantheon feels:

Mortal parents:

ASCENDANCE MOVE



(check a box to use, then select a consequence)

Architect:

The architecture of reality slides together and everything finally makes sense. Change something about an object. Something big or small, but the object will never be the same. Describe how. Alternatively, this can instantly craft an Epic Item out of nothing.

Permanent Consequences:

- Devices get weird around you
- Reduce max Harm to 6 boxes
- Move Harm penalty to 3 Harm
- Reduce your lowest attribute by one
- Take Fate's Disfavor to SWAY mortals

After the third use of your ascendance move your character ascends to their pantheon and leaves the game. Make a new character.

ATTRIBUTES

Start with these values:

Prowess +1, Mettle +2, Awe -1, Judgement +0, Wyrd +0
Then add +1 to one of them.

USED WITH BASIC MOVE:

PROWESS _____ SMITE YOUR ENEMIES

METTLE _____ PERFORM UNDER PRESSURE

AWE _____ SWAY SOMEONE

JUDGEMENT _____ PIERCE THE VEIL

WYRD _____ BEND FATE

GIFTS, choose 3:

- Alchemical Texts
- Automaton (harmless)
- Bottomless Bag
- Divine Intellect
- Epic Armor
- Epic Steed
- Epic Tools
- Epic Weapon
- Unquenchable Flame



THREADS:

Spend 1 for Fate's Favor, Alter the Scene, or Avoid 2 Harm.
Spend 5 to buy an Advancement from your playbook.

GAIN A THREAD

Always:

- Roll doubles
- Be epic

Once Per Session:

- Fail a roll
- Make something cool
- Explain how a device works
- Break something you shouldn't

HARM:

-1 to all rolls

DEATH MOVE

Haunted Doll:

While you are dead, your shade in the mortal world inhabits an object or device belonging to one of your Weave, like their cell phone, car, sword, or armor. Roll PROVIDE AID to enhance its use while inhabiting it.

Favor Disfavor



ARTISAN MOVES

choose 3

- Assistant:** You have a mortal assistant who is aware of the supernatural. Name and describe them. If they die or move on from your service, cross this out and take an advancement.

GIFTED: If you have an Automaton, it can also be your Assistant - a tireless, self-aware machine.

- Brew Master:** You carry 3 Stock. Spend Stock to brew a potion in a few minutes. It must be consumed right away, and is single dose. No sharesies, sorry. Spend Stock to heal that much Harm, or brew a potion like the ones below. Effects last for the scene.

| | | |
|-----------------|-----------------|-----------------|
| 1 Stock: | 2 Stock: | 3 Stock: |
| Acute Senses | Invisibility | Doppelganger |
| Learn language | Epic Vaccine | Fly/Swim/Climb |
| Anti-venom | Fly/Swim/Climb | Breathe water |

When you resupply your stock, roll **2d6 + Judgement and** spend a scene gathering materials.

On a 10+ refresh 3 Stock.

On a 7-9 refresh 2 Stock, OR take 1 Harm, ignoring armor, to refresh 3 Stock.

On a 6- take 0 to 3 Harm, and refresh that amount of Stock.

GIFTED: If you have Alchemical Texts you can carry 5 Stock with you.

- By My Own Hand:** When you SMITE with an Epic Weapon that you made you can use **Mettle** instead of **Prowess**. If you do, you must choose Exchange Harm.

- Crafty:** When you modify a device, describe what it should do by picking 2 Features and 2 Bugs from the lists below. When the device has been defined roll **2d6 + Mettle**.

On a 10+ keep 2 Features and no Bugs.

On a 7-9 keep 1 Feature and 1 Bug.

On a 6- keep 2 Bugs, no Features, and then duck.

Features: Autonomous, Disorienting, Distracting, Harmful, Long Range, Restraining

Bugs: Collateral Damage, Loud, Messy, Hand Held, Inaccurate, Needs Fuel, Vampiric

GIFTED: If you have an Epic Tool for the job roll with Fate's Favor.

- Deus Ex Machina:** Roll **2d6 + Judgement** when you touch a device to project your will into it. On a hit, you can control it. You remain in a trance until you withdraw or can't touch the device.

On a 10+ take +1 ongoing to use the object while inhabiting it.

On a 7-9 you can use the object as if an expert were operating it.

GIFTED: If you have Divine Intellect you retain consciousness while inhabiting the object.

- Driver:** Vehicles speak to you. They share their deepest hopes and dreams, and you make them reality. You roll with Fate's Favor to pilot any vehicle from chariot to space shuttle.

- Mentor:** Someone helped you get this far. Note their area of expertise (magic, artifacts, monsters, etc). If they die, or you move beyond needing their help, cross out this move and take an advancement.

- Workshop:** You have a work space specific to the types of things you know how to make. Describe its attributes.

Pick 3 Facilities:

- alchemical resupply
- fine tools
- heavy tools
- hidden
- mobile
- high tech tools
- vast library

Pick 2 Hindrances:

- dangerous to use
- expensive fuel
- disorganized space
- hunted
- hard to get to
- supernatural clients show up

GIFTED: If you have a Bottomless Bag check 'mobile workshop' for free. Step into the bag to access your workshop.

SPINDLE: If your Workshop is part of the Spindle choose an additional Facility and Hindrance. Explain why the events of your Binding caused this.

- Zoom and Enhance:** Roll **2d6 + Mettle** to improve any device someone else is using for the scene.

On a 10+ they get a +1 ongoing using it for the scene.

On a 7-9 they get a +1 forward the next time they use the item.

TANGLES

_____ has seen you at your worst, disheveled and confused.

You've seen a dark future thread tangled around _____.

You were wrong about _____ and you can't figure out why.

You ache for _____ but have seen what will happen if you reveal your true feelings.

You know the secret _____ keeps in their heart.

Someone in _____'s pantheon is plotting against them, but you don't know all the details.

SPINDLE

What it is:

Why you cared:



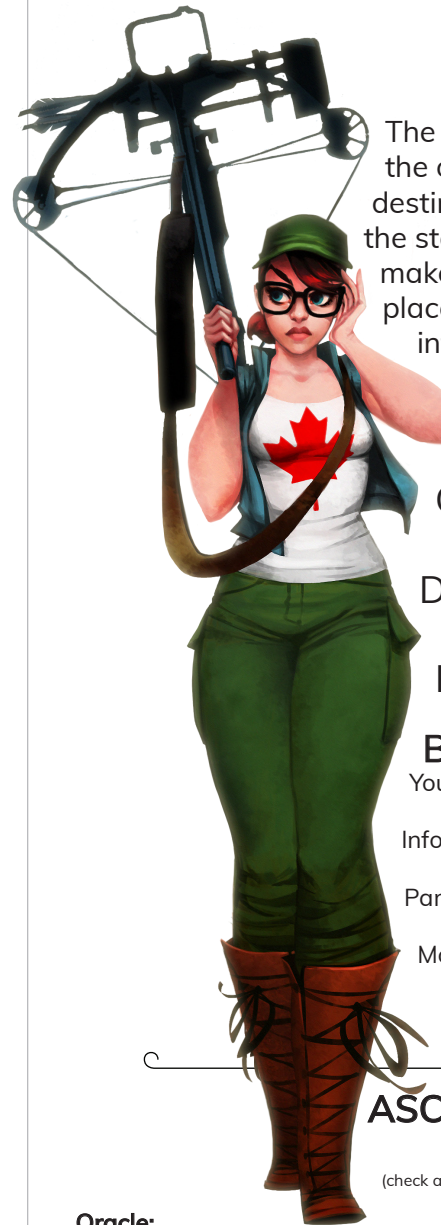
ADVANCEMENTS

Spend five threads to check a box and advance. You can choose them in any order, but can only check each box once. You have to check five boxes up here before choosing advances from below the line.

- Take +1 Prowess (max +1)
- Take +1 Mettle (max +2)
- Take +1 Awe (max +2)
- Take +1 Judgement (max +3)
- Take +1 Wyrð (max +2)
- Choose a new Gift from any playbook: _____
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook: _____
- Take a move from another playbook: _____
- Add a Once Per Session thread from an unused playbook: _____

After you take five advances from above the line, you can take advances from down here.

- Take +1 Judgement (max +4)
- Erase one check mark on your Ascendance Move, but not the Consequence
- Change your playbook to a new one, keeping Gifts, and replacing moves 1-for-1
- Advance three basic moves to Godlike status
 - Advance the other two basic moves to Godlike status



The Celestial

The Celestial is the huntress, the investigator, the one peeking behind the velvet curtains. Your destiny lies in the heavens. Whether that means the stars, the moon, the planets, or the sun, you make your rounds looking for anything out of place. Your view from on high also gives insights into the future and the true nature of the people around you.

Secrets beware: The Celestial is watching.

Character Name: _____

Divine Parent: _____

Pantheon: _____

BACKSTORY

Your look:

Informed by:

Pantheon feels:

Mortal parents:

ASCENDANCE MOVE



(check a box to use, then select a consequence)

Oracle:

The stars align as every strand spools out before you. Step calmly through the mayhem, predicting every twitch and gust of wind to set things back on the course you've determined is correct. All this has happened before, and will happen again, but this time you're in control.

Permanent Consequences:

- 13+ on PIERCE THE VEIL deals 1 Harm
- Reduce max Harm to 6 boxes
- Move Harm penalty to 3 Harm
- Reduce your lowest attribute by one
- Take Fate's Disfavor to SWAY mortals

After the third use of your ascendance move your character ascends to their pantheon and leaves the game. Make a new character.

ATTRIBUTES

Start with these values:

Prowess -1, Mettle +0, Awe +1, Judgement +2, Wyrd +0
Then add +1 to one of them.

USED WITH BASIC MOVE:

PROWESS _____ SMITE YOUR ENEMIES

METTLE _____ PERFORM UNDER PRESSURE

AWE _____ SWAY SOMEONE

JUDGEMENT _____ PIERCE THE VEIL

WYRD _____ BEND FATE

GIFTS, choose 3:

- Animal Companion (2 Harm)
- Cloak of Wisdom
- Divine Presence
- Epic Armor
- Epic Ranged Weapon
- Epic Steed
- Third Eye
- Psychometry
- Soundless Movement



CELESTIAL MOVES

choose 3

- Black Hole Stun:** Roll **2d6 + Awe** to overwhelm a mortal's mind with the infinite vastness of the stellar background, assuring honest answers to your questions. After they answer your questions they'll most likely pass out.
On a 10+ you can ask any two questions.
On a 7-9 you can ask any one question.
On a 6- they either pass out or run for their life, as far as they can go.
GIFTED: If you have Divine Presence, on a hit ask an extra question.
- Eclipse:** When you remain still you fade from mortal perception. People can even bump into you and not notice, until you make your move.
- Fight Smarter:** You may use Judgement instead of Prowess when rolling SMITE YOUR ENEMIES, but may not pick Protect Yourself or Crush Them from the SMITE options.
- Longview:** You are able to look across vast distances with perfect clarity, assuming nothing is blocking your line of sight.
SPINDLE: If you look out from the Spindle, you are able to see and hear through the senses of anyone in your Weave, wherever they are, if they allow it.
- One Shot:** When attacking someone you know to have committed a morally repugnant crime, you don't miss. Curve the bullet, bank your arrow, whatever it takes. Roll to SMITE YOUR ENEMIES but treat a 6- as a 7-9 result.
GIFTED: If you have an Epic Ranged Weapon you may choose to restrain the target instead of Exchanging Harm.
- Read The Stars:** Take a +1 on all PIERCE THE VEIL rolls.
GIFTED: If you have Third Eye, roll with Fate's Favor instead of the +1.
- Tracker:** Roll **2d6 + Judgement** when you divine someone's movements through signs and portents. If you have something important to the quarry take a +1 to your roll.
On a 10+ you see into the near future and know where they'll be in an hour.
On a 7-9 you know where they are right now, and where they've been recently.
On a 6- you get a vague idea of where they've been recently, but it'll take some old fashioned legwork to find out more.
GIFTED: If you have an Animal Companion it can track while you're doing something else.
- Trusted Advisor:** Give an additional +1 if you're able to PROVIDE AID through ideas or insight instead of physical actions.
GIFTED: If you have a Cloak of Wisdom roll PROVIDE AID with Fate's Favor.
- Oracle:** Describe what you want to see in the near future or recent past, and roll **2d6 + Judgement**.
On a 10+ the vision is mostly clear, and gives insightful direction. Take a +1 ongoing when following the signs.
On a 7-9 the portents are muddy but the general idea is clear. Take +1 forward on the next part of your plan.
On a 6- you still receive some direction, but the Herald should litter it with confusion and dread.

THREADS:

Spend 1 for Fate's Favor, Alter the Scene, or Avoid 2 Harm.
Spend 5 to buy an Advancement from your playbook.

GAIN A THREAD

Always:

Roll doubles
Be epic

Once Per Session:

- Reveal the truth
- Track someone down
- Present a new perspective
- Pass judgment on someone

HARM:

-1 to all rolls

DEATH MOVE

One Step Beyond:

While you are dead, the veil is truly torn back from your senses. Your shade in the mortal world treats a PIERCE THE VEIL 6- as a 7-9, and a 7-9 as a 10+. You may also ask an additional question from the list.

Favor Disfavor



TANGLES

You are fascinated by _____'s charismatic way with people.

_____s manner is a complete mystery to you.

You accidentally injured _____ with your element.

You got close to _____ but it fell apart after a misunderstanding.

You rely on _____ to be your "elemental whisperer", clarifying for you when you're not making sense.

You've tussled with _____ and respect their abilities.

SPINDLE

What it is:

Why you cared:



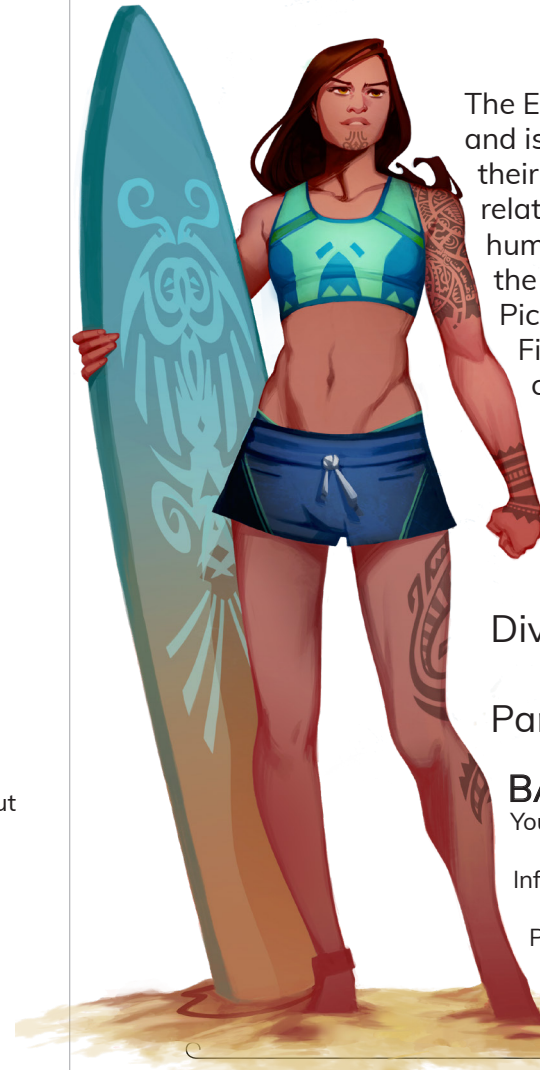
ADVANCEMENTS

Spend five threads to check a box and advance. You can choose them in any order, but can only check each box once. You have to check five boxes up here before choosing advances from below the line.

- Take +1 Prowess (max +3)
- Take +1 Mettle (max +2)
- Take +1 Awe (max +2)
- Take +1 Judgement (max +1)
- Take +1 Wyrd (max +2)
- Choose a new Gift from any playbook: _____
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook: _____
- Take a move from another playbook: _____
- Take an Epic Shield

After you take five advances from above the line, you can take advances from down here.

- Take +1 Prowess (max +4)
- Creatures that should be immune to your element are not immune when you wield it
- Change your playbook to a new one, keeping Gifts, and replacing moves 1-for-1
- Advance three basic moves to Godlike status
- Advance the other two basic moves to Godlike status



The Elemental

The Elemental embodies a specific element and is in a constant struggle between their mortal and primordial natures. Often relating better to your element than humanity, you occasionally find yourself on the wrong end of a social interaction. Pick an element to control like Air, Earth, Fire, Water, or something else. You cannot be injured by an element you've mastered and can manipulate it in basic ways.

Character Name: _____

Divine Parent: _____

Pantheon: _____

BACKSTORY

Your look:

Informed by:

Pantheon feels:

Mortal parents:

ASCENDANCE MOVE



(check a box to use, then select a consequence)

Tempest:

You embody your element completely as your humanity fades to the background and you become capable of incredible feats. Become the flame, bend the wind to your will, part the waves, or shake the earth. You are the master of your domain.

Permanent Consequences:

- Must pick Exchange Harm when you SMITE YOUR ENEMIES
- Reduce max Harm to 6 boxes
- Move Harm penalty to 3 Harm
- Reduce your lowest attribute by one
- Take Fate's Disfavor to SWAY mortals

After the third use of your ascendance move your character ascends to their pantheon and leaves the game. Make a new character.

ATTRIBUTES

Start with these values:

Prowess +2, Mettle +1, Awe +0, Judgement -1, Wyrd +0
Then add +1 to one of them.

USED WITH BASIC MOVE:

PROWESS _____ SMITE YOUR ENEMIES

METTLE _____ PERFORM UNDER PRESSURE

AWE _____ SWAY SOMEONE

JUDGEMENT _____ PIERCE THE VEIL

WYRD _____ BEND FATE

GIFTS, choose 3:

- Divine Speed
- Elemental Familiar
- Epic Armor
- Epic Shield
- Epic Steed
- Epic Weapon
- Master Another Element
- Produce Element
- Take a Move from the Warrior playbook



THREADS:

Spend 1 for Fate's Favor, Alter the Scene, or Avoid 2 Harm.
Spend 5 to buy an Advancement from your playbook.

GAIN A THREAD

Always:

Roll doubles
Be epic

Once Per Session:

- Cause collateral damage
- Say something awkward
- Put your element on display
- Describe your element in wonder

HARM:

-1 to all rolls

DEATH MOVE

Dead Air:

While you are dead, your shade in the mortal world can manipulate your element in annoying and occasionally useful ways. You can use PERFORM UNDER PRESSURE to affect your environment in some way.

Favor Disfavor



ELEMENTAL MOVES

choose 3

- Avatar Of Destruction:** You can wreath yourself in your element but the collateral damage is a constant danger as everything within arm's reach is continuously pummeled. Deal 2 Harm to anything and anyone near you while you maintain the effect. Take 2 Harm to start the effect, and 2 more Harm to end it, ignoring armor in both cases.
- Cataclysm:** Roll **2d6 + Wyrd** to pull the world down around your ears. A column of fire, an earthquake, violent bursting pipes - you wreak havoc on everything within 10 meters of you. Collateral damage is guaranteed and you will pay a cost.
 - On a 10+ everyone in range takes 6 Harm. You take 2 Harm, ignoring armor.
 - On a 7-9 everyone in range takes 4 Harm. You take 2 Harm, ignoring armor.
 - On a 6- everyone in range takes 2 Harm. You take 2 Harm, ignoring armor. Ask the Herald how the effect goes out of control.
 GIFTED: If you have an Epic Shield, you take 1 less Harm.
- Fire Talk With Me:** You can PIERCE THE VEIL with Fate's Favor if the subject has been in direct contact with your element. The information will be relative, however. A gust of wind can't tell you their phone number, but it might remember what they smoked, or part of a conversation.
- Good With Animals:** People might confound you, but animals are nice. You can converse with animals native to your element. They're likely to do as you ask, but roll **2d6 + Mettle** instead of Awe if you need to SWAY an animal native to your element.
- I, Of The Storm:** When using your element to intimidate take +1 to SWAY SOMEONE, but you're not likely to be friends afterward.
- Rub Some Dirt On It:** Roll **2d6 + Mettle** to bind up wounds. Cauterize it, wash it, seal it with dirt - whatever works for you, then tell them to walk it off.
 - On a 10+ two people each heal 2 Harm.
 - On a 7-9 two people each heal 1 Harm.
 GIFTED: If you have Produce Element you can heal all nearby Weave members.
- Rush In:** Roll **2d6 + Mettle** to charge your enemy, crossing the battlefield in the blink of an eye.
 - On a 10+ your enemy is stunned, letting the next person to SMITE them roll with Fate's Favor.
 - On a 7-9 you and your enemy are stunned from the impact. Give a +1 to the next person to SMITE them, but it can't be you.
 - On a 6- you're off target and find yourself in a tight spot.
 GIFTED: If you have Divine Speed, you can inflict 2 Harm on a hit.
- Safe Passage:** You can travel safely through your element. You can go any distance as long as your element is uninterrupted. If it's just you, you don't need to roll. Roll **2d6 + Mettle to bring your friends.**
 - On a 10+ you get everyone there, no problem.
 - On a 7-9 everyone but you takes 1 Harm, but you all get there.
 - On a 6- you arrive stunned for a moment, and all of you take 2 Harm, ignoring armor.
 GIFTED: If you have an Epic Steed, you roll with Fate's Favor.
 SPINDLE: If you leave from the Spindle, it is always considered to be connected to a nearby source of your element.
- Swipe Left:** Roll **2d6 + Prowess** to fling a small group of enemies out of your way. Collateral damage isn't just a philosophy, it's a way of life!
 - On a 10+ deal 2 Harm to everyone in the group, knocking them prone.
 - On a 7-9 you knock them prone but they're unharmed.
 GIFTED: If you have an Epic Weapon, you may choose one option from SMITE YOUR ENEMIES.

TANGLES

- _____ would be a hit at parties if they'd just listen to your advice.
- You've made out with _____ but there's no real connection there.
- _____ knows about that thing you did, that one time.
- _____ 's cynical outlook is exhausting for you.
- You learned about _____ 's greatest ambition. Are you encouraging them to follow up on it?
- _____ is your best friend and keeps you level when you get full of yourself.

SPINDLE

What it is:

Why you cared:

ADVANCEMENTS

Spend five threads to check a box and advance. You can choose them in any order, but can only check each box once. You have to check five boxes up here before choosing advances from below the line.

- Take +1 Prowess (max +1)
- Take +1 Mettle (max +2)
- Take +1 Awe (max +3)
- Take +1 Judgement (max +2)
- Take +1 Wyrd (max +2)
- Choose a new Gift from any playbook: _____
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook: _____
- Take a move from another playbook: _____
- Take on a mortal protege/assistant devoted to you
- Take **#OutfitOfTheDay** from the Trickster playbook

After you take five advances from above the line, you can take advances from down here.

- Take +1 Awe (max +4)
- Take the Celebrity and/or Wealth Gifts, if you don't have them already
- Change your playbook to a new one, keeping Gifts, and replacing moves 1-for-1
- Advance three basic moves to Godlike status
- Advance the other two basic moves to Godlike status

4



The Muse

The talent producers,
The too smooth seducers,
The ones who take home
Anyone but losers;

You make everyone look good,
Especially yourself.
The kingmaker, the shot taker,
You invented top shelf.

Character Name: _____

Divine Parent: _____

Pantheon: _____

BACKSTORY

Your look:

Informed by:

Pantheon feels:

Mortal parents: _____

ASCENDANCE MOVE



(check a box to use, then select a consequence)

Content Creator:

You reach into the hearts of everyone present and lay bare their emotions. While they experience perfect empathy, you can see each person's greatest desire or goal. Choose one of them and will it into being - a great play, a painting - you make it real.

After the third use of your ascendance move your character ascends to their pantheon and leaves the game.

Make a new character.

Permanent Consequences:

- Mortals flock to you for autographs
- Reduce max Harm to 6 boxes
- Move Harm penalty to 3 Harm
- Reduce your lowest attribute by one
- Take Fate's Disfavor to SWAY mortals

1

ATTRIBUTES

Start with these values:

Prowess -1, Mettle +0, Awe +2, Judgement +0, Wyrd +1

Then add +1 to one of them.

USED WITH BASIC MOVE:

PROWESS _____ SMITE YOUR ENEMIES

METTLE _____ PERFORM UNDER PRESSURE

AWE _____ SWAY SOMEONE

JUDGEMENT _____ PIERCE THE VEIL

WYRD _____ BEND FATE

GIFTS, choose 3:

- Aura of Inspiration
- Celebrity
- Divine Charm
- Epic Armor
- Epic Instrument
- Epic Steed
- Epic Weapon
- Perfect Focus
- Wealth



THREADS:

Spend 1 for Fate's Favor, Alter the Scene, or Avoid 2 Harm.
Spend 5 to buy an Advancement from your playbook.

GAIN A THREAD

Always:

- Roll doubles
- Be epic

Once Per Session:

- Throw a party
- Take the spotlight
- Urge someone to greatness
- Help someone accomplish a goal

HARM:

-1 to all rolls

DEATH MOVE

Exquisite Corpse:

While you are dead, your shade in the mortal world can still use the PROVIDE AID move, but without any of the benefits your playbook may provide.

Favor Disfavor



MUSE MOVES

choose 3

- #Blessed:** Things just work out for you. There's always a parking spot right out front, a table ready, and your name is definitely on the VIP list. If there's a mortal inconvenience in the narrative, let the Herald know how it works itself out. Any attack that only deals 1 Harm (before armor) misses you every time.
- Entourage:** You have a group of loyal staff. Describe whether these four or five people are actually your friends, or just employees. They know your industry well and can get a lot done for you.
GIFTED: If you have Wealth and/or Celebrity this group is a small business of 20-30 people. If you have both it's more like 50.
- Fascinate:** Roll **2d6 + Awe** when making eye contact with a mortal to create a minor hypnotic effect.
On a 10+ you can look away and move around. They remain still, watching you. It ends if you break line of sight or anyone touches them.
On a 7-9 you must maintain eye contact, but they can't move or look away unless someone touches them.
- Influencer:** You can roll SWAY SOMEONE when speaking to an audience, even through mass media. This does not work with text or still images though, only video can convey your power.
- Protégé:** You've taken a mortal under your wing. You help them with their career, and they would do almost anything for you. If they die, move on, or lose faith in you, cross out this move and take an Advancement.
- Short Skirt, Long Jacket:** Roll **2d6 + Wyrd** to blend into nearly any social environment.
On a 10+ employees assume you work there, partygoers remember meeting you somewhere. You definitely belong here.
On a 7-9 you'll need to pick up some slack. Describe what you do to make it look like you belong here.
On a 6- you're dragged into some drama or obligation unless you want to blow your cover.
- The "I" In Team:** You may roll Awe instead of Tangles when using the PROVIDE AID move. If you do, on a hit they get an additional +1 on top of the AID result.
GIFTED: If you have Aura of Inspiration, they gain a Thread on any hit, not just 10+.
- Turn It Up:** Any party or performance you take part in is cranked up to eleven. Food and drink doesn't run out until the scene ends. If you want to ward the party against violence roll **2d6 + Wyrd**. You can only ward a particular party once.
On a 10+ no one can commit violence at the party until you leave, or for the duration of the scene.
On a 7-9 you can quell an immediate danger or fight, but it won't last.
GIFTED: If you have an Epic Instrument you can make an ad-hoc party almost anywhere with just a few people if they're into it.
SPINDLE: If you ward a party at the Spindle, treat a 6- like a 7-9, and a 7-9 like a 10+.
- Woke Up Like This:** Take +1 when you roll to SWAY SOMEONE.
GIFTED: If you have Divine Charm, roll with Fate's Favor instead of the +1.

TANGLES

You had a vision of _____'s death. Describe how, but not where or when.

You escorted _____'s family member to their afterlife.

You bartered with another Reaper for _____'s life and won. How did they die that time?

You and _____ have thrown some epic parties together.

_____ ignored your premonition and has the scars to prove it.

You have feelings for _____ but haven't made your move yet.

SPINDLE

What it is:

Why you cared:

ADVANCEMENTS

Spend five threads to check a box and advance. You can choose them in any order, but can only check each box once. You have to check five boxes up here before choosing advances from below the line.

- Take +1 Prowess (max +2)
- Take +1 Mettle (max +1)
- Take +1 Awe (max +2)
- Take +1 Judgement (max +3)
- Take +1 Wyrd (max +2)
- Choose a new Gift from any playbook: _____
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook: _____
- Take a move from another playbook: _____
- If you have an Animal Form, it can do 2 Harm now

After you take five advances from above the line, you can take advances from down here.

- Take +1 Judgement (max +4)
- Gain the **Boatman's Bribe**. Spend it to bring back someone who just died, and erase the mark. You can retake this Gift, as long as it's unmarked
- Change your playbook to a new one, keeping Gifts, and replacing moves 1-for-1
- Advance three basic moves to Godlike status
- Advance the other two basic moves to Godlike status

4



The Reaper

No one understands death and dying the way you do. A Reaper is not a killer though—your job starts after the killing is done. You're a guide for those who are ready to pass beyond this world. You've been consumed with thoughts of the dead for as long as you can remember, either as morbid fascination, or with a lust for life that fuels endless revelry. Whether they fear you or not, death comes for everyone in the end.

Character Name: _____

Divine Parent: _____

Pantheon: _____

BACKSTORY

Your look:

Informed by:

Pantheon feels:

Mortal parents:

ASCENDANCE MOVE



(check a box to use, then select a consequence)

Harbinger:

You are become Death, immortal chooser of the slain. For this moment you are impervious to Harm. Wade through the mayhem and raise fallen allies to live again. This party isn't over until you say it's over.

Permanent Consequences:

- You see spirits of the dead all the time
- Reduce max Harm to 6 boxes
- Move Harm penalty to 3 Harm
- Reduce your lowest attribute by one
- Take Fate's Disfavor to SWAY mortals

After the third use of your ascendance move your character ascends to their pantheon and leaves the game. Make a new character.

1

ATTRIBUTES

Start with these values:

Prowess +0, Mettle -1, Awe +1, Judgement +2, Wyrd +0

Then add +1 to one of them.

USED WITH BASIC MOVE:

PROWESS _____ SMITE YOUR ENEMIES

METTLE _____ PERFORM UNDER PRESSURE

AWE _____ SWAY SOMEONE

JUDGEMENT _____ PIERCE THE VEIL

WYRD _____ BEND FATE

GIFTS, choose 3:

- Animal Form (harmless)
- Aura of Dread
- Book of the Dead
- Cloak of Obscurement
- Epic Armor
- Epic Steed
- Epic Weapon
- Mostly Dead
- Take a Move from the Muse playbook



THREADS:

Spend 1 for Fate's Favor, Alter the Scene, or Avoid 2 Harm.
Spend 5 to buy an Advancement from your playbook.

GAIN A THREAD

Always:

- Roll doubles
- Be epic

Once Per Session:

- Save a life
- Throw a party
- Make morbid remarks
- Ease someone's suffering

HARM:

-1 to all rolls

DEATH MOVE

On a Pale Horse:

While you are dead, your shade in the mortal world is able to phase between corporeal and incorporeal states. You cannot use any of your moves or gifts, but you are physically present with your Weave and must remain with at least one of them at all times.

Favor Disfavor



REAPER MOVES

choose 3

- Ask Questions Later:** Roll **2d6 + Awe** to ask a dead person a question. You may not call on the same person twice. This works best if you have the person's body, but if you need to do it by remote (if they're long dead, for instance) roll with Fate's Disfavor.

On a 10+ you may ask them 2 questions.

On a 7-9 you may ask 1 question.

On a 6- you may take 1 Harm to ask 1 question, or choose to let it go.

GIFTED: If you are Mostly Dead, you treat a 7-9 as a 10+.

- Best of Seven:** You are able to challenge anyone to a contest of skill that can't rely entirely on luck. Set terms (to the death, wagers, etc), and if they agree, you will both be held to the contest. Never go in against a Reaper when death is on the line.

- In The Balance:** Ask an injured person for a trade: a drink, a kiss, a prayer, or something else. If they accept, roll **2d6 + Awe**.

On a 10+ they heal 3 Harm.

On a 7-9 they heal 3 Harm and you take 1 Harm, ignoring armor.

On a 6- they heal 2 Harm and you take 1 Harm, ignoring armor.

SPINDLE: If you offer and complete the trade at the Spindle, they heal 2 more Harm.

- Lust for Life:** You're the kind of Reaper who turns peoples' dread of death into appreciation for the time they have left. Anyone joining you for a drink, smoke, or some other celebration will heal 1 Harm during your first toast. If they give you a gift (a drink, a promise, food—you decide if it's something you want) they heal 2 Harm instead.

GIFTED: If you have Aura of Dread, you can switch it to Celebration or Dread at will.

- Part the Veil:** It's easy for you to send the recently departed off to their appropriate afterlives, but this move lets you visit any belief system's land of the dead, whenever you like. This just works if you're alone. If you're bringing friends, roll **2d6 + Wyrd**.

On a 10+ you and your friends wind up at the entrance together.

On a 7-9 choose:

- You're separated from your Weave
- You're all in the wrong underworld
- You just alerted half the underworld to your arrival

On a 6- brace yourself. This handbasket is way off course.

- What Has Been:** Roll **2d6 + Judgement** to determine someone's guilt on a specific matter, or their deepest regret. Make your accusation and weigh their soul.

On a 10+ you know if they are guilty of the accusation made.

On a 7-9 you get a sense of their guilt, but nothing specific.

GIFTED: If you have a Book of the Dead, you will also have a clear idea of the best way to help this person clear their conscience.

- What Will Be:** Stun a small group as their lives flash before their eyes. Roll **2d6 + Judgement**.

On a 10+ the group is stunned for the scene, pondering their own mortality unless someone interferes with them.

On a 7-9 the group is stunned until interfered with, or a minute passes.

GIFTED: If you are in Animal Form, the weak-minded are likely to flee from your presence.

- Whirlwind:** You may choose to roll with Judgement instead of Prowess to SMITE YOUR ENEMIES, however this will incur collateral damage, and you can't select the Protect Yourself option.

- You See Dead People:** Everywhere you go, the spirits of those who haven't moved on are visible to you. When you PIERCE THE VEIL you may direct your questions directly to any spirits present.

TANGLES

_____ caught you in a lie one time and earned your respect.

You and _____ pulled a hellish prank that one time. Will it come back to bite you?

You just can't resist pushing _____'s buttons.

You ticked off _____'s pantheon but they don't know it was you.

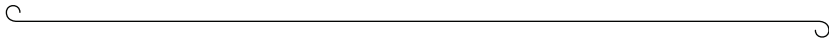
_____ will make an excellent shield when the trouble finally comes down.

It seems like _____ understands why you do what you do. You'll have to keep an eye on them.

SPINDLE

What it is:

Why you cared:



ADVANCEMENTS

Spend five threads to check a box and advance. You can choose them in any order, but can only check each box once. You have to check five boxes up here before choosing advances from below the line.

- Take +1 Prowess (max +2)
- Take +1 Mettle (max +2)
- Take +1 Awe (max +2)
- Take +1 Judgement (max +1)
- Take +1 Wyrð (max +3)
- Choose a new Gift from any playbook: _____
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook: _____
- Take a move from another playbook: _____
- Take **#Blessed** from the Muse playbook

After you take five advances from above the line, you can take advances from down here.

- Take +1 Wyrð (max +4)
- Take **Cantrips** from the Arcane playbook
- Change your playbook to a new one, keeping Gifts, and replacing moves 1-for-1
- Advance three basic moves to Godlike status
 - Advance the other two basic moves to Godlike status



The Trickster

In most cultures Tricksters are teachers and guides. Whether your parent was someone like Coyote, Loki, or Ārohirohi you advise, hint, and cajole to bring these mortals enlightenment.

Tricksters are not always funny gods, but you do see the world differently from most everybody else. You will do almost whatever it takes to achieve your goals. This is lucky when your friends want the same things you do, and awkward when they don't.

Character Name:

Divine Parent:

BACKSTORY

Your look:

Informed by:

Pantheon feels:

Mortal parents:



ASCENDANCE MOVE



(check a box to use, then select a consequence)

Bait and Switch:

Why would you ever want to be the center of attention? Your Ascendancy move lets you use someone else's Ascendancy. You can either mimic it and control it yourself, or let someone else use theirs on your dime. Wouldn't it be a shame if the wrong person was blamed?

Permanent Consequences:

- Fate's Disfavor on PIERCE THE VEIL
- Reduce max Harm to 6 boxes
- Move Harm penalty to 3 Harm
- Reduce your lowest attribute by one
- Take Fate's Disfavor to SWAY mortals

After the third use of your ascendancy move your character ascends to their pantheon and leaves the game.

Make a new character.

ATTRIBUTES

Start with these values:

Prowess +0, Mettle +0, Awe +1, Judgement -1, Wyrd +2

Then add +1 to one of them.

USED WITH BASIC MOVE:

PROWESS _____ SMITE YOUR ENEMIES

METTLE _____ PERFORM UNDER PRESSURE

AWE _____ SWAY SOMEONE

JUDGEMENT _____ PIERCE THE VEIL

WYRD _____ BEND FATE

GIFTS, choose 3:

- Animal Form (harmless)
- Epic Armor
- Epic Steed
- Epic Weapon
- Magical Resistance
- Mimicry
- Prestidigitation
- Puzzle Device
- Silver Tongue



THREADS:

Spend 1 for Fate's Favor, Alter the Scene, or Avoid 2 Harm.
Spend 5 to buy an Advancement from your playbook.

GAIN A THREAD

Always:

Roll doubles
Be epic

Once Per Session:

- Trick someone
- Cause a distraction
- Tell an unnecessary lie
- Teach someone a lesson

HARM:

-1 to all rolls

DEATH MOVE

Even Now:

While you are dead, your shade in the mortal world is deftly able to annoy people. Sometimes your actions might even be construed as helpful. Tie shoelaces together, swing the door the wrong way, catch a gun in its holster. You put the heist in poltergeist.

Favor Disfavor



TRICKSTER MOVES

choose 3

#OutfitOfTheDay: You're always dressed and styled the way you want to be. Your hair, makeup, and clothes morph to be perfect for the given occasion. Casual or formal is up to you. If you try to mimic a recognizable uniform or outfit, it will look mostly convincing, but always be slightly off in some small detail.

GIFTED: If you have Mimicry, you may use this ability to resemble a specific person and their outfit.

Fake News: When telling half-truths or outright lies take a +1 to SWAY SOMEONE.

GIFTED: If you have a Silver Tongue, roll with Fate's Favor instead of the +1.

Larceny: Take +1 when rolling PERFORM UNDER PRESSURE to sneak, pick locks, or generally get away with something you shouldn't be doing.

GIFTED: If you have Prestidigitation roll with Wyrd instead of the +1.

Location, Location, Location: Perform a small ritual to travel instantly to any person or place you know. Describe the ritual, such as drinking tea, three running strides, clicking your heels together, or something along those lines.

Nothing To See Here: When leaving the scene of your own hijinks, people don't notice you. You're not invisible, but everyone seems to have bigger things on their minds.

GIFTED: If you are in Animal Form take a souvenir with you. It's usefulness will be clear later.

Oh You Mean This Gate Key: You are able to produce a small object which is useful in the immediate situation, but is not 100% correct, and only works once. For example, a key which opens the door but jams the lock, an ID badge that works if you don't look too closely, or a swipe card that goes blank after use.

GIFTED: If you have a Puzzle Box, the object works perfectly the first time, no glitches. The object can be used two more times after that, but no promises on the result. Roll PERFORM UNDER PRESSURE when you use it again.

Takes One To Know One: Roll Wyrd instead of Judgement to PIERCE THE VEIL with a person.

The Hard Way: When you present a course of action to your Weave you don't need to roll SWAY SOMEONE. Each member can choose to take 1 Harm (ignoring armor) to receive +1 ongoing while pursuing your plan. That Harm can't be healed until you sleep, which also ends the +1 ongoing.

SPINDLE: If you present your course of action at the Spindle, you can choose to take 2 Harm, ignoring armor, to provide the +1 ongoing. This is in place of the 1 Harm each member would take. It can't be healed until you sleep.

What's That Over There: You may use Awe instead of Prowess to SMITE YOUR ENEMIES, but you can't choose Exchange Harm if you do.

TANGLES

_____ seems oblivious to the natural world.

You've had an on-again / off-again relationship with _____ for a while now. Why isn't it working?

You and _____ pulled off a newsworthy bit of destructive eco-activism.

You can always count on _____ when it's time to party.

_____ could learn something from connecting with the wilds. Will you show them the way?

You can't seem to wrap your head around _____ and you're not sure you want to.

SPINDLE

What it is:

Why you cared:

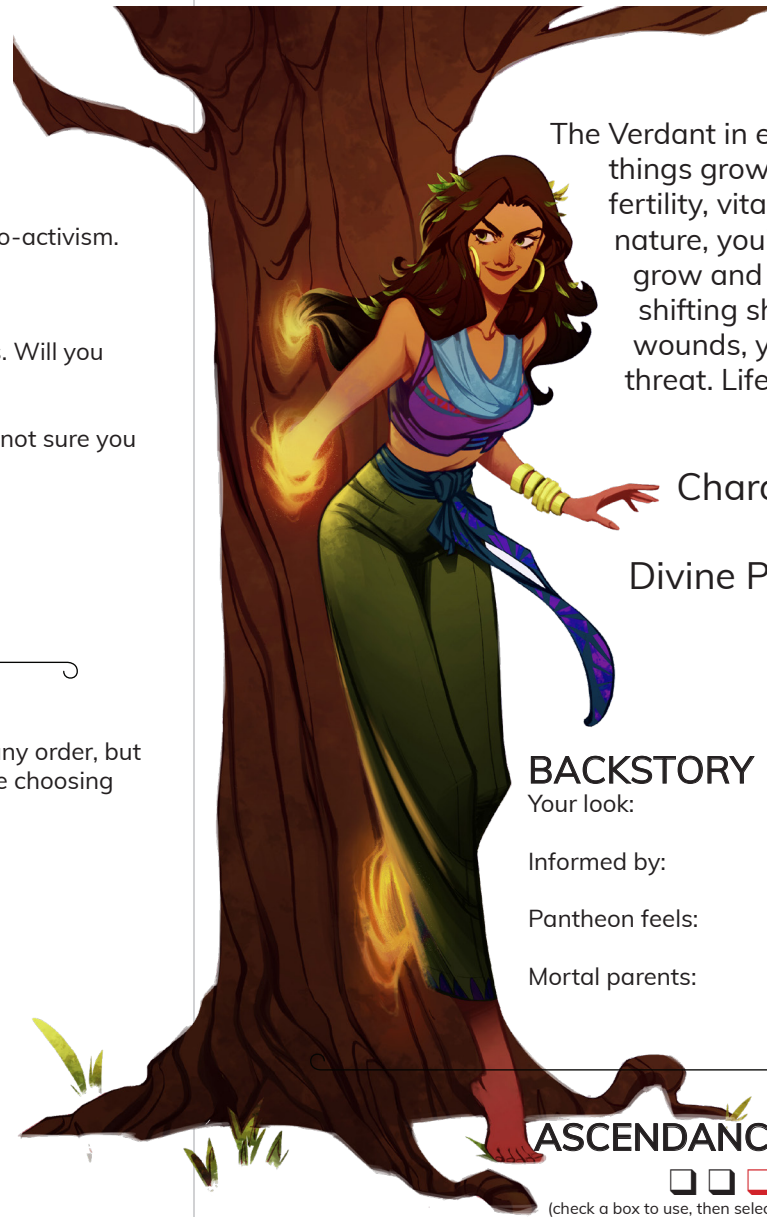
ADVANCEMENTS

Spend five threads to check a box and advance. You can choose them in any order, but can only check each box once. You have to check five boxes up here before choosing advances from below the line.

- Take +1 Prowess (max +2)
- Take +1 Mettle (max +3)
- Take +1 Awe (max +1)
- Take +1 Judgement (max +2)
- Take +1 Wyrd (max +2)
- Choose a new Gift from any playbook: _____
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook: _____
- Take a move from another playbook: _____
- Take Divine Might from the Warrior playbook
- Heal 1 more Harm when using Regrowth

After you take five advances from above the line, you can take advances from down here.

- Take +1 Mettle (max +4)
- Choose a rote form for Shapechanger. You can always change into that form as if you rolled a 10+. It will always have the same two options.
- Change your playbook to a new one, keeping Gifts, and replacing moves 1-for-1
- Advance three basic moves to Godlike status
 - Advance the other two basic moves to Godlike status



The Verdant

The Verdant in every pantheon is the reason things grow. You are the steward of fertility, vitality, and life. As an avatar of nature, your very substance is able to grow and change as needed. Whether shifting shape, talking to trees, or healing wounds, you adapt and face down any threat. Life finds a way.

Character Name: _____

Divine Parent: _____

BACKSTORY

Your look:

Informed by:

Pantheon feels:

Mortal parents:

ASCENDANCE MOVE



(check a box to use, then select a consequence)

Stampede:

The living world needs you now more than ever, and you can see exactly what needs to be done. Call forth the vines and brambles, summon the hordes of animals, and reap sweet justice on those who wreak havoc on the Earth.

Permanent Consequences:

- Animals flock to you at all times
- Reduce max Harm to 6 boxes
- Move Harm penalty to 3 Harm
- Reduce your lowest attribute by one
- Take Fate's Disfavor to SWAY mortals

After the third use of your ascendance move your character ascends to their pantheon and leaves the game. Make a new character.

ATTRIBUTES

Start with these values:

Prowess +1, Mettle +2, Awe -1, Judgement +0, Wyrd +0

Then add +1 to one of them.

USED WITH BASIC MOVE:

PROWESS _____ SMITE YOUR ENEMIES

METTLE _____ PERFORM UNDER PRESSURE

AWE _____ SWAY SOMEONE

JUDGEMENT _____ PIERCE THE VEIL

WYRD _____ BEND FATE

GIFTS, choose 3:

- Adaptable
- Animal Companion (2 Harm)
- Divine Constitution
- Divine Senses
- Epic Armor
- Epic Steed
- Epic Weapon
- Tree Walking
- Vital Aura



THREADS:

Spend 1 for Fate's Favor, Alter the Scene, or Avoid 2 Harm.
Spend 5 to buy an Advancement from your playbook.

GAIN A THREAD

Always:

Roll doubles
Be epic

Once Per Session:

- Defend the wilds
- Act like a plant or animal
- Talk with a plant or animal
- Share too much information

HARM:

-1 to all rolls

DEATH MOVE

Circle of Life:

While you are dead, your shade in the mortal world can inhabit a small, harmless animal and stay near someone in your Weave. You can talk to animals and members of your Weave in this form.

Favor Disfavor



VERDANT MOVES

choose 3

- Beastmaster:** Gain two Animal Companions (2 Harm) and an Epic Steed.

GIFTED: If you already have an Animal Companion, one of your three pets is fully sapient and can speak your native tongue.

GIFTED: If you already have an Epic Steed, you still only have one Steed, but it is sapient and can do 2 Harm.

- Clever Girl:** You have a knack for tracking prey. Roll with Mettle instead of Judgement when you PIERCE THE VEIL to follow or find someone, and ask 1 extra question on a hit.

GIFTED: If you have Divine Senses, they will need supernatural help to throw you off their scent.

- Feast:** You can create a feast fit for the gods out of practically nothing. You just need a symbolic bit of food to get started—a few berries, a loaf of bread, or a bottle of wine, for example. Everyone who eats together will add 1 box to the front of their Harm track through the next scene, and have Fate's Favor on their next roll involving physical strength, endurance, or agility.

- Ferocious:** Fighting you up close is a serious mistake. Claws, teeth, stinger tail (where did that even come from?!), your basic attacks do 3 Harm instead of 2.

GIFTED: If you have an Epic Weapon, it does 5 Harm instead of 4.

- For the Swarm:** You can summon and command a swarm of insects, rats, spiders or small birds for the duration of the scene. Your current location will inform what type of swarm can be summoned. They can inflict 1 Harm, but their usefulness usually lies elsewhere. They will exhibit a collective intelligence, and loyalty to you.

- Regrowth:** Roll 2d6 + Wyrd to channel life force directly into yourself and others, accelerating their natural healing process.

On a 10+ you heal 4 Harm distributed among people as you choose.

On a 7-9 you heal 3 Harm distributed as you choose.

On a 6- you can choose to take 1 Harm and heal one person for 2 Harm.

GIFTED: If you have Vital Aura, heal 1 additional Harm on a hit.

- Secret Garden:** You have access to a hidden green space. It's tucked away in a pocket plane of existence and is only accessible by a ritual you choose. You can get there from anywhere, and exit back to where you came in. Anyone can come and go until you close the door.

SPINDLE: If your Secret Garden is part of the Spindle's location, when you exit you can either go back to where you came in, or exit to the Spindle.

- Shapechanger:** You can change into animal and plant forms, melding your possessions with you. To be an unremarkable, harmless creature or plant, no roll is needed. When you want to get fancy, roll 2d6 + Mettle.

On a 10+ choose two options from the list. You can also change back and forth for the duration of the scene.

On a 7-9 choose one option from the list.

You can hold the form for the duration of the scene, or until you change back, whichever comes first.

- Pick an extra option when you SMITE YOUR ENEMIES
- The form deals +1 Harm
- The form has +1 armor
- Fly high or swim deep
- Move with extraordinary speed
- You're several tiny animals
- You're a swarm of insects.

On a 6- ask the Herald to pick one:

- You're stuck in this form for the duration of the scene
- You take a hybrid-form for the scene (wolfman, swamp-thing, etc)
- Take 2 harm, ignoring armor, and treat the roll like a 7-9

GIFTED: If you have Epic Armor it still applies while changed.

- Spies Everywhere:** When you PIERCE THE VEIL, you may direct your questions directly to the local plants and wildlife. Plants and animals are terrible conversationalists, but they will do their best with any questions they're able to answer.

TANGLES

_____ has real combat experience that you admire.

You find _____'s impulsiveness to be off-putting.

You have a friendly rivalry with _____, always trying to one-up each other.

You shared a moment with _____ after a harrowing battle. Are you hoping for another?

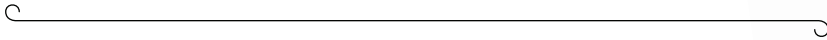
You've never actually seen _____ fight. Can you trust them?

You feel yourself drawn to _____. What is it about them?

SPINDLE

What it is:

Why you cared:



ADVANCEMENTS

Spend five threads to check a box and advance. You can choose them in any order, but can only check each box once. You have to check five boxes up here before choosing advances from below the line.

- Take +1 Prowess (max +3)
- Take +1 Mettle (max +2)
- Take +1 Awe (max +2)
- Take +1 Judgement (max +2)
- Take +1 Wyrd (max +1)
- Choose a new Gift from any playbook: _____
- Choose a new Gift from your playbook: _____
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook: _____
- Take a move from another playbook: _____
- Take Divine Consitution from the Verdant playbook
- Take Divine Speed from the Elemental playbook

After you take five advances from above the line, you can take advances from down here.

- Take +1 Prowess (max +4)
- Gain +1 armor
- Change your playbook to a new one, keeping Gifts, and replacing moves 1-for-1
- Advance three basic moves to Godlike status
- Advance the other two basic moves to Godlike status

4

The Warrior



A warrior is often many other things as well: a poet, a chef, a parent, or a teacher to name just a few. While always a last resort, in your heart of hearts you know that sometimes violence is the best solution, and you're the one prepared to carry it out. Your response will be tactical, thoughtful, and crushingly victorious.

Character Name:



Divine Parent:



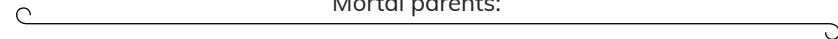
BACKSTORY

Your look:

Informed by:

Pantheon feels:

Mortal parents:



ASCENDANCE MOVE



(check a box to use, then select a consequence)

Grandmaster:

Like a chess master, every aspect and strategy of the battlefield unfolds before you and you reveal the plan you had the whole time. You turn the tide of the battle and win the day. Describe how.

Permanent Consequences:

- Become obsessed with preparedness
- Reduce max Harm to 6 boxes
- Move Harm penalty to 3 Harm
- Reduce your lowest attribute by one
- Take Fate's Disfavor to SWAY mortals

After the third use of your ascendance move your character ascends to their pantheon and leaves the game. Make a new character.

1

ATTRIBUTES

Start with these values:

Prowess +2, Mettle +0, Awe +1, Judgement +0, Wyrd -1

Then add +1 to one of them.

USED WITH BASIC MOVE:

PROWESS _____ SMITE YOUR ENEMIES

METTLE _____ PERFORM UNDER PRESSURE

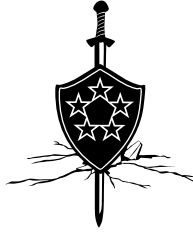
AWE _____ SWAY SOMEONE

JUDGEMENT _____ PIERCE THE VEIL

WYRD _____ BEND FATE

GIFTS, choose 3:

- Divine Might
- Epic Armor
- Epic Melee Weapon
- Epic Ranged Weapon
- Epic Shield
- Epic Steed
- Pantheon Royalty
- Sigil of Command
- Take a Move from the Artisan playbook



THREADS:

Spend 1 for Fate's Favor, Alter the Scene, or Avoid 2 Harm.
Spend 5 to buy an Advancement from your playbook.

GAIN A THREAD

Always:

- Roll doubles
- Be epic

Once Per Session:

- Start a fight
- Finish a fight
- Explain a battle strategy
- Defuse a tense situation

HARM:

-1 to all rolls

DEATH MOVE

Perfect Host:

While you are dead, your shade in the mortal world is able to lend its prowess to members of your Weave. With a successful PROVIDE AID roll you may add your Prowess stat to someone else's for the rest of that fight, with the standard maximum of +4 to any single roll.

Favor Disfavor



WARRIOR MOVES

choose 3

- Intimidation:** When you wield fear to your advantage, roll with Prowess instead of Awe to SWAY SOMEONE, but don't expect to be best buddies after that.

GIFTED: If you have a Sigil of Command take an additional +1 to SWAY SOMEONE.

- Iron Heart:** You have 2 additional Harm boxes at the front of your Harm track. Always mark these boxes first. You can take 5 Harm before taking -1 to all rolls. If you get to 9 Harm you die as usual.



GIFTED: If you have an Epic Shield you can choose to lose the shield for the rest of this fight (you'll find it later) to ignore all of the Harm from one attack.

- Polyarmory:** Nearly anything is a deadly weapon in your hands. An oar, a playing card, a sturdy towel - you name it and it's dangerous. The object you pick up won't last long for how you're using it but it'll go out in a blaze of glory and you can grab something new. Deal 3 Harm with almost any physical object.

GIFTED: If you have Epic Weapon (Melee for up close or Ranged for thrown objects), anything you pick up will deal 4 Harm.

- Practical Tactical Brilliance:** If there's an art to war then the battlefield is your canvas. Let your masterpiece unfold. Roll **2d6 + Prowess** to gain Holds. Spend Holds on the effects below.

On a 10+ Hold 3.

On a 7-9 Hold 2.

On a 6- choose: Hold 1 and take 1 Harm ignoring armor, OR Hold none.

Spend 1 Hold to:

- Take Harm in place of a nearby Weave member
- Add +2 to a Weave member's SMITE roll
- You or a Weave member picks an additional option from a SMITE roll, even on a 6-

- Reinforcements:** Roll **2d6 + Awe** to contact your pantheon and request support. It might be a unique item they have, or a small group of fighters appropriate to your mythology.

On a 10+ they send what you asked for, only expecting glorious victory.

On a 7-9 they send what you asked for, but they will expect you to do something for them later.

On a 6- they're not mad that you asked, they're just disappointed.

GIFTED: If you are Pantheon Royalty, make this roll with Fate's Favor.

- To The Death:** Challenge someone to a duel. If they accept, you are mystically bound to fight one-on-one until one of you surrenders, dies, or someone interferes with the fight.

- Unstoppable:** Once you start moving, few mortal barriers will stop your momentum. Usually you won't need to roll for this, unless the Herald deems the barrier exceptionally reinforced. In that case, roll **2d6 + Prowess**.

On a 10+ break on through to the other side.

On a 7-9 you break down the barrier but take 2 Harm, ignoring armor.

On a 6- choose: Take 2 Harm, physically and to your pride, as you bounce off OR take 4 Harm and blast through. In either case the Harm ignores your armor.

GIFTED: If you have Divine Might you can charge through most supernatural barriers too.

- War Never Changes:** You may roll with Prowess instead of Judgement when you PIERCE THE VEIL anywhere a fight took place, with a person who just fought or is about to, or an artifact used in combat.

- Wreck Room:** You have a safe house, training space, armory, or something similar. Note what it is, and go there when you need to plan, lay low, or get something.

SPINDLE: If this is in the Spindle, the room is intelligent and can help you train, anticipate your needs, and even give advice.

START OF SESSION

At the start of the session ask the player with whom you have the most Tangles to mark one of your Basic Moves. Gain a Thread the first time you fail a roll with that move, and erase the mark.

END OF SESSION

At the end of the session pick one Tangle that feels tighter, and more important to you. If no Tangle feels tighter, choose one that feels looser, and less important.

If a Tangle was tightened, remind the group how that relationship was important in this session, and the Spindle gains a Thread. Put an X next to the name in that Tangle. It can't be tightened again until all other Tangles have been tightened or resolved. When that happens, erase all of the X's and take an Advancement.

If a Tangle was loosened, ask them whether they feel that it was resolved. If they do, erase the name and you both gain a Thread.

GRIEVOUS HARM

When you take 4 or more Harm at once (before armor), roll 2d6 + Harm (the amount after armor, not the total). Subtract armor first because you might roll +0, and that's ok. You want to roll low.

You may spend a Thread to give yourself Fate's Favor on this roll, but you may not spend a Thread to reduce any additional Harm caused by the Grievous Harm move.

On a 10+ choose one:

- Get knocked out, or removed from the scene
- Give the Herald a Hard Move
- Take 2 more Harm, ignoring armor
- Your Gifts are unusable for the scene

On a 7-9 choose one:

- Drop something important
- Lose your footing
- One of your Gifts is unusable for the scene
- Take 1 more Harm, ignoring armor
- Wind up in a tight spot

On a 6- nothing worse happens.

DEMIGODS

by Jason Mills @itsProbablyOk
Check out demigodsPBTA.com
to join the newsletter.

BASIC MOVES

The GODLIKE portions of these moves are only available when they've been unlocked through Advancement.

SMITE YOUR ENEMIES

Roll 2d6 + Prowess when you step in to the fight.

On a 10+ choose 3 from the list below, OR disarm your enemy.

On a 7-9 choose 1 from the list below.

GODLIKE: On a 13+ select all of the options from the list.

- Exchange Harm: combatants trade Harm based on their weapons
- Protect Yourself: -1 Harm to you, if you Exchanged Harm
- Crush Them: +1 Harm to your enemy, if you Exchanged Harm
- Gain an advantageous position: +1 forward on your next SMITE
- Make an opening: +1 forward to an ally who follows your lead
- Take something from your enemy

PERFORM UNDER PRESSURE

Roll 2d6 + Mettle when you do something while the heat is on. Land the plane, pick the lock, hack the mainframe. It's all you.

On a 10+ you get it done, for now, no problem.

On a 7-9 there's a complication, choose one option from the list.

GODLIKE: On a 13+ you do your thing and then some. This situation is under your control and you won't need to roll again for it in this scene.

- It takes longer than it should
- Something breaks
- Take 1 Harm
- The result is only partially effective
- Your next roll is with Fate's Disfavor

BEND FATE

Roll **2d6 + Wyrđ** when you wield the supernatural forces of Fate.

On a 10+ choose 2 boons and 1 bane

On a 7-9 choose 1 boon and 1 bane

On a 6- choose 2 banes. The Fates will have their price.

GODLIKE: On a 13+ narrate a significant change to the environment and storyline.

Boons:

- Your Gift does something beyond its normal limits
- Heal 1 Harm
- Inflict 1 Harm
- Give someone else Fate's Favor or Disfavor
- Someone's supernatural ability is unusable for the scene
- Restore someone else's supernatural ability

Banes:

- One of your Gifts is unusable for the scene
- Take 1 Harm ignoring armor
- Become stunned for a few moments
- Take Fate's Disfavor on your next roll
- Something bad finds you

SWAY SOMEONE

Roll **2d6 + Awe** when you want to convince someone that your way is the right way. Unlocking Godlike for this move checks both boxes below.

For NPCs:

On a 10+ they accept your reasonable argument at no cost.

On a 7-9 they'll do it, but they demand some kind of price.

GODLIKE: On a 13+ say hello to your new best friend!

For a member of your Weave who agrees:

On a 10+ they gain 1 Thread AND +1 forward working on your plan.

On a 7-9 they gain 1 Thread.

GODLIKE: On a 13+ all members of your Weave gain a thread, and take +1 ongoing while in pursuit of your plan.

Members of your Weave may always choose to ignore your argument, reasonable or otherwise, and not gain any of the benefits above.

PIERCE THE VEIL

Roll **2d6 + Judgement** when you peer beyond the veneer of mortality.

On a 10+ ask three questions.

On a 7-9 ask two questions.

On a 6- ask one question and prepare for the worst.

GODLIKE: On a 13+ you may ask six questions.

- What happened to this person, place, or thing recently?
- What is the greatest danger with this person, place, or thing?
- When was this person, place, or thing made?
- When did _____ happen?
- Where did this person, place, or thing come from?
- Who is responsible for this person, place, or thing?
- How can I get this person, place, or thing to _____?

PROVIDE AID

Roll **2d6 + Tangles** when you want to help someone in your Weave accomplish a task, or avoid the Harm they just took. Describe how your character is able to assist.

On a 10+ choose 1:

- They get +2 to their roll
- They get +1 to their roll AND they gain a Thread
- You both take 1 Harm, ignoring armor, instead of the Harm they would have taken

On a 7-9 choose 1:

- they get +1 to their roll
- split the Harm with them — you take the extra if the Harm is odd

On a 6- you make it worse, and are exposed to the same danger.

The Binding

1. Supernatural Disaster: _____

2. Collateral Damage: _____

3. Impressed Divine Being: _____

4. Angry Divine Being: _____

5. Spindle's Involvement: _____

Weapons

- 1 Harm: exceptional mortal melee attacks
- 2 Harm: demigod melee attacks
- 2 Harm: light firearms
- 3 Harm: heavy firearms
- 3 Harm: explosions, fire
- 4 Harm: epic weapons

Armor

- 1 Harm: epic shield, mortal body armor
- 2 Harm: epic armor

HERALD MOVES

Rather than an MC, GM, or DM in Demigods, the person setting the scene is called the Herald. I wanted to get rid of the master title, because if you're a fan of the characters, and playing to find out what happens, you're not really the master of anything.

The other reason I like using Herald is the actual definition. It means "be a sign that something is about to happen". How perfect is that? There's a whole section in the book on this, but here's the short version:

The Herald's Agenda

- Overlay the mundane with a veil of the magical
- Make their lives tangled and complicated
- Play to see what happens

The Herald's Principles

- Inject the supernatural around every corner
- Say how special the characters are
- Ask interesting questions
- Be a fan of the characters
- Question their motivations
- Ask their intentions
- Describe the stakes and confirm their choice
- Describe off-screen fates

The Herald's Moves (for 6- results, or to move things along)

- Jam them together
- Yank them around by Fate, there are no coincidences in Demigods
- Apply Fate's Disfavor
- Trade Harm
- Inflict Harm
- Inflict Grievous Harm
- Count down to something
- Steal an Epic Item (you have to give it back eventually, sorry)
- Cause collateral damage
- Turn a Gift or Move back on them
- Describe a deity's displeasure
- Change the environment
- Make a Gift go dead for a time
- Pull on a Tangle (make it important)

The Arcane Gifts

- Animal Form (harmless)
- Divine Intellect
- Epic Armor
- Epic Steed
- Epic Weapon
- Familiar (harmless)
- Ritual Spellbook
- Secret Society Membership
- Take another move from your playbook

The Arcane Moves

- Spellcasting**
- Cantrips**
G: Familiar
- Counterspell**
G: Divine Intellect
- Esoteric Etcetera**
G: Secret Society
- Portal**
G: Ritual Spellbook
- Sanctum**
- Shields Up**
G: Epic Armor
- Rosetta Stone**
- The Voice**

The Artisan Gifts

- Alchemical Texts
- Automaton (harmless)
- Bottomless Bag
- Divine Intellect
- Epic Armor
- Epic Steed
- Epic Tools
- Epic Weapon
- Unquenchable Flame

The Artisan Moves

- Assistant**
G: Automaton
- Brew Master**
G: Alchemical Texts
- By My Own Hand**
- Crafty**
G: Epic Tool
- Deus Ex Machina**
G: Divine Intellect
- Driver**
- Mentor**
- Workshop**
G: Bottomless Bag
- Zoom and Enhance**

The Celestial Gifts

- Animal Companion (2 Harm)
- Cloak of Wisdom
- Divine Presence
- Epic Armor
- Epic Ranged Weapon
- Epic Steed
- Third Eye
- Psychometry
- Soundless Movement

The Celestial Moves

- Black Hole Stun**
G: Divine Presence
- Eclipse**
- Fight Smarter**
- Longview**
- One Shot**
G: Epic Ranged Weapon
- Read The Stars**
G: Third Eye
- Tracker**
G: Animal Companion
- Trusted Advisor**
G: Cloak of Wisdom
- Oracle**

The Elemental Gifts

- Divine Speed
- Elemental Familiar
- Epic Armor
- Epic Shield
- Epic Steed
- Epic Weapon
- Master Another Element
- Produce Element
- Take a Move from the Warrior playbook

The Elemental Moves

- Avatar of Destruction**
- Cataclysm**
G: Epic Shield
- Fire Talk With Me**
- Good With Animals**
- I, Of The Storm**
- Rub Some Dirt On It**
G: Produce Element
- Rush In**
G: Divine Speed
- Safe Passage**
G: Epic Steed
- Swipe Left**
G: Epic Weapon

The Muse Gifts

- Aura of Inspiration
- Celebrity
- Divine Charm
- Epic Armor
- Epic Instrument
- Epic Steed
- Epic Weapon
- Perfect Focus
- Wealth

The Muse Moves

- #Blessed**
- Entourage**
G: Wealth and/or Celebrity
- Fascinate**
- Influencer**
- Protégé**
- Short Skirt, Long Jacket**
- The "I" In Team**
G: Aura of Inspiration
- Turn It Up**
G: Epic Instrument
- Woke Up Like This**
G: Divine Charm

The Reaper Gifts

- Animal Form (harmless)
- Aura of Dread
- Book of the Dead
- Cloak of Obscurement
- Epic Armor
- Epic Steed
- Epic Weapon
- Mostly Dead
- Take a Move from the Muse playbook

The Reaper Moves

- Ask Questions Later**
G: Mostly Dead
- Best of Seven**
- In The Balance**
- Lust for Life**
G: Aura of Dread
- Part the Veil**
- What Has Been**
G: Book of the Dead
- What Will Be**
G: Animal Form
- Whirlwind**
- You See Dead People**

The Trickster Gifts

- Animal Form (harmless)
- Epic Armor
- Epic Steed
- Epic Weapon
- Magical Resistance
- Mimicry
- Prestidigitation
- Puzzle Device
- Silver Tongue

The Trickster Moves

- #OutfitOfTheDay**
G: Mimicry
- Fake News**
G: Silver Tongue
- Larceny**
G: Prestidigitation
- Location, Location**
- Nothing To See Here**
G: Animal Form
- Gate Key**
G: Puzzle Box
- Takes One To Know One**
- The Hard Way**
- What's That**

The Verdant Gifts

- Adaptable
- Animal Companion (2 Harm)
- Divine Constitution
- Divine Senses
- Epic Armor
- Epic Steed
- Epic Weapon
- Tree Walking
- Vital Aura

The Verdant Moves

- Beastmaster**
G: Animal Companion
- Clever Girl**
G: Divine Senses
- Feast**
- Ferocious**
G: Epic Weapon
- For the Swarm**
- Regrowth**
G: Vital Aura
- Secret Garden**
- Shapechanger**
G: Epic Armor
- Spies Everywhere**

The Warrior Gifts

- Divine Might
- Epic Armor
- Epic Melee Weapon
- Epic Ranged Weapon
- Epic Shield
- Epic Steed
- Pantheon Royalty
- Sigil of Command
- Take a Move from the Artisan playbook

The Warrior Moves

- Intimidation**
G: Sigil of Command
- Iron Heart**
G: Epic Shield
- Polyarmory**
G: Epic Weapon
- Practical Tactical Brilliance**
- Reinforcements**
G: Pantheon Royalty
- To The Death**
- Unstoppable**
G: Divine Might
- War Never Changes**
- Wreck Room**

THE SPINDLE - experimental, use with caution!

Track information about your Spindle location here.

Campaign Name: _____

Characters:

Type of Place (circle one or more):

apartment building - bar - factory - house - library - museum - park -
restaurant - stadium - warehouse - _____

Status (circle one or more):

abandoned - busy - private - public - _____

Gifts (circle one or more):

divinely blessed - haunted - historical site - ley lines - old battlefield -
sacred to nature - _____

Flaws (circle one or more):

decayed - haunted - heavy veil - hunted - previous occupant -
suppressed magic - _____

Spindle Moves (check all that are in play):

- Arcane: Sanctum
- Artisan: Workshop
- Celestial: Longiew
- Elemental: Safe Passage
- Muse: Turn It Up
- Reaper: In The Balance
- Trickster: The Hard Way
- Verdant: Secret Garden
- Warrior: Wreck Room

THREADS:

ADVANCEMENTS

Spend five threads to check a box and advance the Spindle. You can choose them in any order, but can only check each box once, and the Weave must agree unanimously to buy an Advance. You have to check five boxes up here before choosing advances from below the line.

(COMING SOON!)

After you take five advances from above the line, you can take advances from down here.

(ALSO COMING SOON)

ASCENDANCE MOVES:

Summon a deity to your spindle

Godlike charge

And my axe - combined weapon harm

Give NPC #blessed

Roll SWAY SOMEONE on a deity

Break Glass - backup to PROVIDE AID

DEATH MOVES:

Resurrect someone

Restore all harm for every Weave member

Restore 1 Ascendance move for every Weave member

Everyone gets an advance