

Character

Player

Companion

○ Follow the Lead

- You take +1 ongoing while following the orders of your ally.

○ Easily Dismissed

- You get +1 on Move Stealthily whenever you're not alone.

○ Pull You From The Fire

- When you attempt to save your ally from an immediately dangerous situation, roll Alertness. **S:** As per Tie, but your ally gets the drop on the enemy as well. **T:** You avert the immediate aspects of your ally's fate. **F:** Fate intervenes and you merely swap places.

○ Observant

- You get +1 to Read a Person or Situation.

○ Comforting Presence

- You and your ally get +1 to Social Moves with each other.

○ Obfuscating Stupidity

- When you might come under suspicion, roll Charm or Cunning. **S:** You avoid notice entirely; you're not even on the list of suspects. **T:** They're aware of your presence, but discount you as a suspect. **F:** Fate intervenes and someone learns something important about you.



Character

Player

Devourer

○ Predator

- You get +1 to rolls and harm with Biteshake and Swallow Whole.

○ Natural Hunter

- You get +1 harm with Natural Weapons.

○ Carnivore

- When you cause your opponent to mark 2 or more stars of Health in a single blow, you heal 1 star.

○ Eclipse

- When you consume a part of a spirit, god, or great power, roll Spirit. **S:** You devour all the energy in the local area. **T:** You reduce the hold the power has on the area, but now it knows you and is waiting for its chance. **F:** That was a bad food. Fate intervenes.

○ Dimension Belly

- When you eat something, you can choose to store it rather than digest it. You can store a boatload of stuff, and each item can be the size of a person.

○ Drain the Blood

- When you drink the life force of another creature, roll Spirit or Power. **S:** Choose 2. **T:** Choose 1. **F:** Exchange harm and fate intervenes.
- The target grows weary and depressed for several days.
- You heal 1 star of Health.
- The target is briefly your thrall.
- The target does not recall your attack.
- The target takes -1 ongoing when disobeying you.
- The target takes +1 Spirit ongoing.
- PC Only: The target marks Experience and 1 Health.



HEROINES OF THE FIRST AGE

Character

Player

Outlander

○ Sturdier Stuff

- You gain 1 Armor

○ Feral

- +1 harm with all Natural Weapons

○ Great Beast

- At the beginning of each fight, pick one. Each lasts the duration of the battle, or until you are knocked out.
- Take +2 Armor until you mark a Health star.
- Take +1 ongoing on attacks.
- Add 2 Health stars to your Health Constellation.
- You can try a Risky Proposition to heal: Success clears 1

Health star.

○ Nomadic Ranger

- When confronted with a difficult landscape, roll Alertness. **S:** Shelter and food come easily. **T:** Either food or shelter can be had easily, but not both. **F:** Fate intervenes and you encounter a dangerous wild animal.

○ Plunderer

- You get +1 on Seize by Force Moves, including in war situations.

○ Berserker

- When you Exchange Harm, you can add 1, 2, or 3 to the harm inflicted by *both* you and your opponent.



Character

Player

Priest

○ Healing Ritual

- When you take the time to perform a ritual to heal another, roll **Spirit**.
- **S:** Heal 3. **T:** Heal 2. **F:** Heal 1, and fate intervenes.

○ Daily Prayers

- Each day you hold 2 for your prayers. You can spend this hold to take +1 on rolls on any action or Move related to your religion.

○ Warding

- You gain +1 Armor against magic, the supernatural, gods, and the effects of Power Pools. You can extend this protection to all standing within arm's length.

○ Ritual of Devotion

- When you perform a religious ritual for someone, roll **Spirit**. **S:** They hold 3. **T:** They hold 2. **F:** They hold 1, but fate intervenes and the enemies of your religion draw near.

They can spend 1 hold for one of the following:

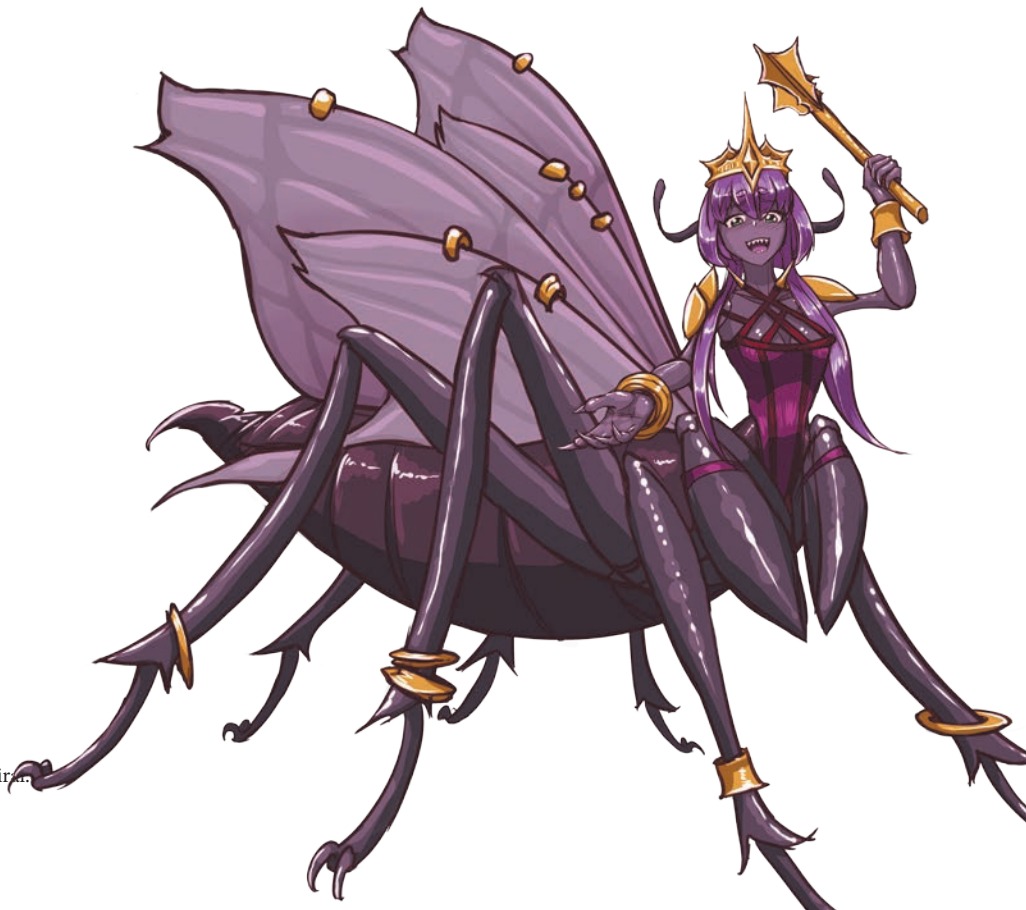
- Suppress an invocation of their Flaw.
- Take comfort in your religion.
- Cure feelings of guilt.
- Take +1 forward against supernatural dangers.
- Take +1 forward on Social Moves with fellow adherents.

○ Proclamation

- You get +1 to **Threaten** and **Weight of Reputation** moves.

○ Sacrifice

- When you sacrifice something to your gods, say what you are sacrificing, what you want, and roll **Spirit**. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1, but fate intervenes.
- The ritual is resolved immediately, rather than in the future.
- You get what you wished for.
- Your god accepts the sacrifice as a gesture, rather than literally, allowing you to keep the thing in question.
- You take +1 forward from the blessing of your god.



HEROINES OF THE FIRST AGE

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Player

Shadewalker

○ Technique

- When you use your martial art techniques, declare a supernatural patron or source of your style and roll **Cunning**. **S**: +1 ongoing while you keep channeling that source. **T**: Take +1 forward on the technique, but the source takes an interest. **F**: Take +1 forward, but fate intervenes and the source takes something from you.

○ Agility

- You gain 1 Armor.

○ Dancer

- When you perform a ritual dance, pick a source of great mystical power and roll **Spirit**. The dance affects all who see it, granting them a bonus or penalty to actions related to the

Pool. **S**: You give +/-2 ongoing while dancing, or you open the source to all present. **T**: You give +/-1 forward, but the source infects you temporarily. **F**: Fate intervenes and draws everyone into the source of power unprotected.

○ Darksome Folk

- At dusk, you can choose to take +1 ongoing on Spirit or Cunning until you encounter bright light or morning comes. If you're exposed to bright light *before* morning, you mark 1 health star.

○ Flash Step

- You can use Melee Weapons as though they were Ranged.

○ Assassin

- You inflict +2 harm while your stealth is maintained.



HEROINES OF THE FIRST AGE

Character

Player

Socialite

○ Noble

- When you use your wealth or status, roll Charm. **S:** Your reputation precedes you, and they are eager to please. **T:** They're unwilling but cooperative. **F:** Fate intervenes: it turns out that a political adversary has a hold on them.

○ Connections

- When you talk to others about a person, item, or event of interest, roll Charm. **S:** You find someone who has intimate knowledge of it. **T:** You find a few people to give you good clues. **F:** You find a lot of clues, but a lot of them are from the opposition. Fate intervenes.

○ Commander

- When you deliver an order, those who follow it receive +1 ongoing while it can still be accomplished.

○ Bard

- You get +1 Charm when performing music.

○ Rogue

- When someone's plan is foiled, roll Cunning. **S:** You can capitalize on it whenever you like. Hold 3. Spend 1 hold to get +1 on a related roll. **T:** You take +1 forward to handle the situation. **F:** You can capitalize on it later, but fate intervenes when you do.

○ Believable

- You get +1 to Beguile, Threaten, and Deceive Moves.



HEROINES OF THE FIRST AGE

Character

Player

Soldier

○ Combat Medic

- When you patch someone up in combat, roll Alertness. **S:** Heal 1 harm on your target. **T:** Heal 1 harm on your target, but take -1 forward to your defense. **F:** You and your target are caught out and fate intervenes in your ministrations.

○ Specialist

- Pick one type of Weapon: Melee, Ranged, Natural, Aura. You get +1 harm with Weapons with that tag.

○ Formation

- When you fight in formation, you can choose to take +1 Armor ongoing, or give +1 Armor to all allies ongoing.

○ Fortitude

- While you have 2 or more marked health stars, you take +1

Armor ongoing.

○ Duelist

- When fighting an opponent one on one, roll Alertness or Power. **S:** You Deal Harm to your enemy. **T:** You Exchange Harm with your enemy. **F:** Fate intervenes: your opponent Deals Harm to you.

○ Weapon Blast

- When you charge up an attack to release all at once, roll Spirit and Exchange Harm. **S:** You inflict +4 harm on this attack. **T:** Your attack either misses and deals no harm, or hits for +4 on the enemy and anyone, friend or foe, nearby. The choice is yours. **F:** The attack goes wild or gets out of control. Fate intervenes: massive collateral damage is inevitable.



Character

Player

Sorceress

○ Sanctuary

- You have a tower, hovel, or cave that you can retreat to, with 2 assistants or allies. When resting there, you and your allies clear all marked Health stars.

○ Creator

- When you Craft something (See Crafting Things in Journey) and the GM gives you several prerequisites, you can resolve one of them simply by using magic.

○ Mindreader

- Use Spirit instead of Cunning to Read a Person or Situation.

○ Summoner

- When you conjure a creature from a Power Pool, roll Spirit. **S:** Hold 3. **T:** Hold 2 and the Power Pool begins seeping into the area. **F:** Hold 1, and fate intervenes as the Power Pool invades. The summon disappears after you spend your last hold. Spend 1 hold to make your summoned entity perform one of these actions:
 - Exchange Harm with an opponent.
 - The Summon performs short series of physical actions.
 - The Summon watches a target stealthily and reports back

to you.

- The Summon guards you from danger.
- The Summon has a 3 harm Natural Melee Weapon and 5 Health stars.

○ Witch

- When you pry into mystic secrets or draw on the power of the gods, roll Spirit. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
 - The power *doesn't* invade your mind temporarily.
 - You are *not* rendered insensate from your communication temporarily.
 - The power answers a question of yours.
 - The power shifts its influence at your behest.
 - You temporarily imbue an item with appropriate power.

○ Seer

- When someone comes to you for advice, roll Spirit. **S:** You prophesize the outcome. As a Tie, but they also take +1 ongoing while following the prophecy. **T:** You reveal the dangers or forces that wish to stop them. **F:** You prophesize their doom. They take -1 ongoing until they perform a small quest, and fate intervenes on you for it.



Character

Player

Wyrdling

○ Focus

- Pick a target and roll **Cunning** or **Spirit**. **S:** You take +2 choices or hold forward with Wyrdling Moves on that target. **T:** Take +1 choice or hold forward with Wyrdling Moves on the target. **F:** Fate intervenes. Your concentration is broken and you lose all your Focus holds.

○ Telekinesis

- When you reach out with your mind, roll **Spirit** or **Cunning**. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. You can spend 1 hold to perform a discrete action or manipulate a single object at a distance. These manipulations can be anything you would otherwise be able to do with your hands.

○ Warp Reality

- When you tamper with the fabric of reality within arms' length, you can reshape solid materials. roll **Cunning** or **Spirit**. **S:** Hold 1. **T:** Hold 1, but the effects are only illusory; others are not aware of this. **F:** The warping backfires; fate intervenes. Spend 1 hold for one of the following.
- Reshape the world around you: carve a boulder into stairs, mangle a machine's gears, cut a perfect square hole through a tree, bend spoons, etc.
- Meddle with an opponent's equipment, causing -1 Armor or -1 harm ongoing.
- Intentionally disguise your actions until an outside force comes in contact with your handiwork.
- You can warp reality at Ranged distance temporarily.

○ Mind Blast

- When you slam a foe with telekinesis, select a target within Ranged distance and roll **Power** or **Spirit**. **S:** Choose

2. **T:** Choose 1. **F:** Choose 1, but you mark 1 health star and fate intervenes.

- Deal 1 harm Past Armor at any range.
- Push or slam target.
- Disorient target, they take -1 forward.
- Add the Area tag to this attack.

○ Aegis

• When you focus your powers on defense, roll **Cunning** or **Spirit**. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. Spend 1 hold for one of the following:

- Take +1 Armor forward.
- Change the target of your Aegis.
- The Aegis protects against environmental hazards ongoing.
- Extend the Aegis to all within arm's length of the target.
- The Aegis protects against all psychic and mental attacks ongoing.

○ Debris Storm

• When you let your psychic power rage like a hurricane, choose 3 from below. *Then* roll **Power** or **Spirit**. The Debris Storm has the Area tag, but what it affects depends on your roll. **S:** The storm affects all enemies in the area. **T:** The storm affects friend and foe alike. **F:** The storm affects *everything* within the area, and fate intervenes.

- Dust: Those affected take -1 ongoing to vision.
- Violence: Loose objects become high-speed projectiles, Dealing 3 Harm.
- Interception: Those within the storm take -1 harm.
- Force: Everything is thrown back out of the area.
- Scour: Those affected take -1 ongoing to Armor.
- Blinding: Those affected take -1 ongoing to attacks.



Pact Mistress

○ Bind Pact

- When someone makes an oath, vow, or promise to you, you can bind them to their word. Roll *Spirit* or *Power*. **S:** Hold 3. You can spend 1 hold to force them to take a single action to further their promise. **T:** Hold 2. You can spend 1 hold to give them +1 ongoing if they keep their word, or -1 ongoing if they break it. **F:** You give them +1 ongoing to follow their vow, but fate intervenes.

○ Benediction

- When you declare a vow with one of world's gods or spirits, roll *Spirit*. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. Spend 1 hold to induce the gods to assist you by modifying the world in some subtle way. If you break your vow, you lose your remaining hold and take 3 harm Past Armor.

○ Stalwart

- When you swear an oath to finish some business or complete a complex task, roll *Spirit* or *Power*. **S:** You take +3 to Health stars ongoing. **T:** You take +1 Health star ongoing. **F:** Your resolve is broken, fate intervenes. If you can't, won't, or fail to complete your oath, you take harm equal to the stars you received Past Armor.

○ Beast Mistress

- You forge a pact with a beast, animal, or minor spirit. Say what you will do for the creature and roll *Spirit*. **S:** The creature obeys all orders, and can fight for you. It has 4 Health

stars and a 3 harm Natural Melee Weapon. **T:** The creature will look out for you, go places, and observe things, but will not fight. **F:** The creature is insulted by your offer. Fate intervenes. If you fail to deliver on your promise, fate also intervenes.

○ Truthsayer

- When you speak with someone you are suspicious of, roll *Cunning* or *Spirit*. **S:** Hold 3. Additionally, you can also compel them to speak the truth by spending 2 hold. **T:** Hold 2. **F:** Hold 1, but fate intervenes. You can spend hold at any time during the conversation to select or ask one of the following:
 - Is this person telling the truth?
 - Has this person broken their word?
 - Will they honor their bargain?
 - Is there another promise interfering?
 - Calm someone in the conversation.

○ Covenant

- When you entreat a spirit, great power, or god to protect and bless a place, roll *Spirit*. Any boons granted by the power are rescinded if the oath is broken, and you always know if it is kept or not.
 - S:** The power asks for a small but regular sacrifice in exchange for great and lasting prosperity.
 - T:** The power asks for great sacrifices regularly in exchange for mild prosperity.
 - F:** The power binds you instead, fate intervenes.

