

The Summoner

You're a shrine keeper or traveling mystic—in tune with the spirit world and able to act as mediator between it and the world of people.

LOOK

EYES	☐ eager	☐ narrowed	☐ ghostly	☐ glittering	☐ sunken	☐ tearful
STANCE	☐ low	☐ practiced	☐ steady	☐ defensive	☐ dancing	☐ ogre
DRESS	☐ adventurous	☐ Western	☐ fashionable	☐ common	☐ ostentatious	☐ tattered
ARMOR	☐ dented	☐ antique	☐ burnished	☐ piecemeal	☐ boxy	☐ expensive

RINGS

Add one to any two of earth, water, and fire. Subtract one from earth, water, fire, wind, or void.

MATÉRIEL: choose either these, or those from your allegiance

You have a catalpa bow and arrows, and a short straight double-edged sword called a tsurugi.

SECTION: choose one of these, or those from your allegiance

50 Familiar Spirits They're usually bound into papercraft models to serve you. You are psychically connected to them, able to share their senses and speak through them. They either remain invisible and incorporeal, or adopt animal shapes no larger than owls.

1 Monster Friend A single intelligent, mostly good-natured monstrous creature: perhaps a snow lady, stone lion, ogre, kappa, or other folkloric creature. Talk with the GM to determine their supernatural abilities.

ATTACHMENTS: +1 Bond with whoever answers

- ➡ Who dutifully and devotedly serves the gods by working and worshipping with me?
- ➡ Who was with me when I encountered a mysterious monster, ghost, or demon?
- ➡ Who has attracted the spirits' interest and attention? Which ones, and how?

ROLE SPECIAL MOVES

Choose One to Start

Divine Entertainer



When you **COMMUNE WITH THE SPIRITS** via ritual dance and song, on a hit add “Invite a spirit into you” to your choices. The spirit speaks to you in your mind and may tempt you to follow its whims; you must successfully **ENDURE** with Void to resist such urges or to banish it from you. While it rides you, you may increase your Self by one to draw on its power and use a move you don't have that's appropriate to its nature, just this once; roll with Self when you do. If you would obsess while the spirit rides you, replace the usual Obsession with this one:

Special Obsession: Possession

You ride along with the spirit, not vice versa. Its choices, appetites, and goals supersede yours. Exit your Obsession when an exorcist drives out the spirit, you achieve its major goal, or your soul gives up and flees your body as a ghost, leaving the spirit in charge—in which case, the new spirit in the old body is your character now.

Shrine Keeper



You care for a holy sanctuary, providing you a modest living. It has a wooden or stone gate and an object (mirror, sword, statue, gem ...) or natural feature (mountain, megalith, ancient tree, waterfall ...) enshrining a god or gods. Choose three to five for ambiance ...

- ➡ beautiful wooden structures, attendants, bells, trees and shade, rock formations, a breathtaking view, birds, fish, deer, monkeys, foxes, hot springs, caves, flowers

Choose two special features ...

- ➡ healing waters; ever-blooming gardens with fruit, vegetables, and fungi; your choice of weather regardless of outside weather; a mystical ban against violence; a working and fully staffed smithy; a generous treasury

You always have advantage on Void rolls while you remain in your sanctuary unpolluted by blood, death, or disease. At your option you can grant this bonus to other shrine visitors as well.

Soothsayer



When you return from downtime, ask each other player for a one- to two-sentence vision of something that might happen during the next session or two. Pick one such vision and roll with Void. On a hit, you (on a 7-9) or you and your allies (on a 10+) take +1 ongoing to bring it about, but mark XP if you incontrovertibly prevent it. On a miss, the GM decides on the vision: you must **ENDURE** to act against it coming to pass. When you have downtime again, clear all visions and redo this move.

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RULES QUICK REFERENCE

- Roles, p.155
- Allegiances, p.102
- Common moves, p.234
- Attachments, p.80
- Weapon moves, p.70

GAME TERM QUICK REFERENCE

- Advantage: roll three dice and ignore the single lowest result
- Disadvantage: roll three dice and ignore the single highest result
- Hold #: Receive a number of points you can expend to do something particular.
- +1 Forward: Receive a one-time bonus to a single specific kind of roll made in the future.
- +1 Ongoing: receive a permanent bonus when acting according to the specified circumstance.
- Mark XP: fill in one of the experience circles. If you fill in the fifth circle, erase them all and take an advancement

