

THE ARCANIST

Disciplined students of arcane magic, who hone their talents for years before graduating to the cockpit of an Astir.

NAME _____						When you launch your Astir, you say: _____
DEFY	SENSE	KNOW	CLASH	TALK	CHANNEL	When fighting on foot, your approach is: arcane or elemental (choose one)

YOU LOOK:

smart bookish wily anxious imposing

YOU WEAR:

Pilot jumpsuit military uniform dress uniform fancy robes

YOUR MAGIC IS LIKE:

roaring elements bright and neon abstract and formless formulaic and defined

GEAR

1 Astir III
Touch Spells I (*melee* / *bane*)
2 Arcanist Gear
Clothing appropriate for your look

ARCANIST GEAR

Telescoping Staff I (*ranged*)
Reagent Knife I (*melee* / ***mundane***)
Sidearm I (*ranged* / *defensive*)
Shield Broach I (*ward*)

risk

peril

risk

peril

risk

peril

MOVES

Prepare Rituals

You have a practiced set of **rituals** you use to enhance your piloting talents. Discuss what they are with your GM and where you perform them. When someone **leads a sortie**, choose 2 **rituals** you had time to perform;

- A **realigning ritual** - Increase one of your Traits by 1 and reduce another by 1 (no Trait may be higher or lower than -/+3)
- A **contingency ritual** - Specify three specific situations: if you find yourself in one of them, increase your level of success on your next move and this ritual expires.
- An **adaptation ritual** - when you fail a roll, take Advantage on your next one.
- A **clarity ritual** - When you **read the room**, you may ask questions of a broader situation than here and now.

All rituals expire after the Sortie, and you lose their effects when that happens.

Plans

Arcanists are educated in the art of war, and fight according to preordained tactics in order to perform at their best. Unexpected situations are the bane of a good arcanist. Whenever the party enters a dangerous situation, declare your plan to resolve it.

If your plan is interfered with or prevented at any point, take the *risk* (perturbed, irritated, or vexed).

If your plan succeeds, even accidentally, advance a GRAVITY clock with someone who didn't think it would.

Diverse Channeling

When you make a move while piloting an Astir, you can roll +CHANNEL instead of the usual trait- if you do so, tick 'overheating' on your Astir. If it's already ticked, it destroys one of your modules - you are in *peril* (burnout).

Archivist

You acquire a new source of knowledge, and choose 2 more subjects you have extensive information of to your **consult literature** move.

Consult Literature

You have a store of books and scrolls on various subjects that you can consult for information when given time. Choose 1 subject you have almost perfect records of, and 2 you have extensive information on;

- Construct models and construction
- Magical beasts and monsters
- Enchantment and spellcraft
- Mundane craft and building
- Natural flora and fauna
- Military tactics
- Nations/Factions (by specific)
- General world history

Expend Ritual

When you disperse the magical energy of a ritual to re-use that energy in a pinch, choose one of your prepared **rituals** - you no longer gain its benefit. You may then choose an option from the **subsystems** move without spending mana.

Combat Spells

If you are outside your Astir and fighting on foot, you can **exchange blows** and **strike decisively** with +CHANNEL when attempting to cause physical harm, using the following profile;

- Hand-casting II (*ranged* / *cleave*, *bane*)

Tactical Illusions

When you distract your foes with magic, roll +CHANNEL. On a 10+, choose 2. On a 7-9, choose 1, but your illusions also distract an unintended audience.

- The illusions last until you stop sustaining them (otherwise they last up to a minute).
- Your illusions affect anyone that can perceive them, rather than a single person.
- You can create illusions that can be heard and smelled, rather than just seen.

THE IMPOSTOR

Through magic, medicine, or sheer force of will, you took control of your body and made it ideal. This is who you were meant to be, and they'll never take it away from you.

NAME _____						When you launch your Astir, you say: _____
DEFY	SENSE	KNOW	CLASH	TALK	CHANNEL	When fighting on foot, your approach is: profane or elemental (choose one)

YOU LOOK:

wild cold sharp cocky brash

YOU WEAR:

Pilot jumpsuit military uniform dress uniform casual attire

YOUR MAGIC IS LIKE:

smoke & industry neon beams firey outbursts arcing bolts

GEAR

1 Astir III
Augments I (*melee / bane*)
2 Impostor Gear
Clothing appropriate for your look

IMPOSTOR GEAR

Mana Focus I (*ranged*)
Shortsword I (*melee / mundane*)
Sidearm I (*ranged / defensive*)
Shield Broach I (*ward*)

risk

peril

risk

peril

risk

peril

MOVES

Arcane Augments

Impostors control their Astir using magical augmentations, like artificial limbs or organs. These augmentations allow a non-magic user to power and control an Astir, but otherwise do not interfere with your life unless you decide so. Being bonded to magic in this way often leads to it affecting the body and vice versa, causing their power to wax and wane with their emotions.

Your CHANNEL is increased by 1 for each *danger* you have (upto a max of +3). When someone you have GRAVITY with sees you be put in peril, advance it.

Vent Wrath

If you are outside your Astir and fighting on foot, you can **exchange blows** and **strike decisively** with +CHANNEL when attempting to cause physical harm, using the following profile;

- Hand-casting (*ranged / magic, cleave, bane*)

Scour Existence

You can **exchange blows** and **strike decisively** with +CHANNEL when attempting to cause physical harm with Astir-mounted weapons. If you do so, tick 'overheating' on your Astir. If it's already ticked, it destroys one of your modules - you are in *peril* (burnout).

Don't Follow Me

When you **lead a Sortie** with +DEFY, give everyone that follows you +1 forwards.

Realignment

You undergo deeper alteration and enhancement to your body. Discuss what it is with your Director, and either choose a move from another playbook to represent its effects, or work with your Director to create a new one.

Resonance

When you **weave magic** to form a clear empathic bond with another, sharing your true feelings and ideals, succeed as if you rolled a 10+, but choose 2;

- Your connection lasts a single, precious moment - time for little more than a short exchange.
- They or someone else view it as a breach of trust or some kind of trick, and will hold it against you.
- You miss something important while you're together.

Let Loose

Whenever you gain a *peril*, **exchange blows** and **strike decisively** with Advantage until the end of the Sortie.

Bullheaded

You may take a risk to gain +*dangers* forward to your next move.

Face To Face

When you leave your Astir in the hopes another will do the same to meet you face to face, roll +TALK.
On a 10+, NPCs will leave their Astir to face you. PC's must **weather the storm** to refuse.
On a 7-9, NPCs will leave their Astir to face you, but choose one;

- Take the *risk* (entangled).
- You have Disadvantage to moves made against the other Channeler.
- You are separated from your Astirs temporarily. PC's may choose whether to leave their Astir or not - if they do, they pick one of the above for you.

THE PARADIGM

Adherents of the gods who channel sacred power into their Astir to control them. The devout know to respect their gods tenets, lest their Astir fail beneath them in the line of duty.

NAME _____
DEFY SENSE KNOW CLASH TALK CHANNEL

When you launch your Astir, you say:

When fighting on foot, your approach is:
profane or **divine** (choose one)

YOU LOOK:

serious haughty caring wise zealous

YOU WEAR:

Pilot jumpsuit military uniform dress uniform religious garb

YOUR MAGIC IS LIKE:

angelic choirs blinding lights warm embraces blazing icons

GEAR

1 Astir III
Divine Touch I (*melee* / *bane*)
2 Paradigm Gear
Clothing appropriate for your look

PARADIGM GEAR

Holy Symbol I (*ranged*)
Sacred Weapon I (*melee* / **mundane**)
Sidearm I (*ranged* / *defensive*)
Shield Broach I (*ward*)

risk

peril

risk

peril

risk

peril

MOVES

Evangelise

You are in service of a deity and are responsible for the spiritual well-being of your Carrier's crew. You gain an additional action during Downtime that can only be used to give formal service or privately consult with a crewmember, both using the **talk it out** move.

Tenets

Instead of Ideals, write three Tenets that represent your god's will. When you discuss your faith with someone or learn something about how they personally relate to faith and religion, advance a GRAVITY clock with them if you have one. If you ever sacrifice or break a tenet, it is lost forever; replace it with an Ideal instead of crossing it off and taking an advancement. Your CHANNEL Trait is also reduced by 1 until you make amends in whatever way is appropriate for your faith.

Example tenets might be:

- Violence is a road taken when all others are closed.
- Share your faith freely, that it might spread.
- Scepticism is an affront to the divine.
- Material wealth is the root of all evil.

Divine Guidance

When you consult your deity for information or guidance, you may **dispel uncertainties** with +CHANNEL. If you do so, on a 7-9 the information is still directly useful, but it is difficult to discern if your answer came from the intended deity.

Inspire Focus

Once per Sortie, you may take a visible position over the battlefield and inspire confidence and clarity in your allies that see you - they each lose clear a *risk* and make their next move with Advantage.

Safeguard

When you **exchange blows** and someone **helps or hinders** you, you can protect them from any harm they might suffer as a result. When you **help or hinder** someone who is **exchanging blows**, you can suffer any harm taken in their place.

Turn Unearthly

When piloting an Astir you are attuned to, you may project an aura that causes otherworldly creatures to flee - roll +CHANNEL. On a 10+, any creature not native to this plane of existence is sent back to their home plane instantly. If they are powerful enough to return themselves (or are summoned) during the same Sortie, they are in *peril* (turned) as your divine presence sickens them. On a 7-9, they must flee from your sight, and are in *peril* (turned).

Firebrand

When you openly and loudly advocate for something related to one of your tenets, roll the highest of +TALK and +CHANNEL. On a 10+, choose 2. On a 7-9, choose 1.

- Your words reach people far beyond where your voice is heard.
- Even those not of your faith connect to your message.
- You are not targeted immediately for what you preach.

On a 6 or below, your words are misinterpreted, co-opted, or misrepresented in a terrible way.

Consecrate Ground

When you take time to attempt to imbue an area or building with your divine power and presence, roll +CHANNEL. On a 10+, choose 2. On a 7-9, choose 1;

- Creatures opposed by your god cannot enter the consecrated area.
- Creatures within the consecrated area **cool off** with.
- Creatures within your consecrated area cannot take violent action against each other.
- Creatures within your consecrated area cannot knowingly lie.

Bless

When you enter battle with a group of allies, give up to four people (including yourself) Advantage when they next **bite the dust**.

THE WITCH

Witches seize power through pacts with powerful creatures, knowingly or otherwise. This power fuels and binds an Astir as well as any other, but its sources can be demanding... and mischievous.

NAME _____
DEFY **SENSE** **KNOW** **CLASH** **TALK** **CHANNEL**

When you launch your Astir, you say:

When fighting on foot, your approach is:
profane or **arcane** (choose one)

YOU LOOK:

dark mysterious shrouded unsure haunted

YOU WEAR:

Pilot jumpsuit military uniform dress uniform occult robes

YOUR MAGIC IS LIKE:

smothering darkness roiling chaos striking bolts withering curses

GEAR

1 Astir III
Pact Weapon I (*melee* / *bane*)
2 Witch Gear
Clothing appropriate for your look

WITCH GEAR

Patron's Icon I (*ranged*)
Ritual Dagger I (*melee* / ***mundane***)
Sidearm I (*ranged* / *defensive*)
Shield Broach I (*ward*)

risk

peril

risk

peril

risk

peril

MOVES

Recieve Boons

At each dawn, you receive **boons** from your patron. Roll on the table on the next page two times to discern what powers you receive - they last until the next dawn, when you must roll anew.

Boons are listed in the Playbooks section of the Armour Astir: Advent core book, under the Witch.

Patron

You receive your magic from an otherworldly patron or benefactor, whose motivations are typically not something you can discern. While they are often content to let you run free with their power, they will sometimes require things of you - and when they can, they will exert their Influence to make sure their bidding is done. You have a GRAVITY clock with your patron, representing the tenuous bond between you.

Your patron may spend their Influence like hold in order to do the following;

- **Help or hinder** you, succeeding as if they had rolled a 10+.
- Attempt to force you to do something; you may **weather the storm** to resist.
- Re-roll your **boons** for the day.

As long as you Patron has at least 1 Influence, your CHANNEL Trait is set to +3. Whenever they spend it, advance your GRAVITY clock with them.

Occult Lore

When you consult your patron for useful information, you may **dispel uncertainties** with +CHANNEL. If you do so, on a 7-9 the information is still directly useful, but using it would cause some unforeseen complication entertaining or beneficial to your patron.

Whims

Your patron is unfathomable, and their interests obscure. Your GM should, once per Sortie, give you some minor goal or abstract requirement your patron demands of you - it should be doable within the session. If you complete it, at the next dawn you may choose your **boons** instead of rolling. If you don't, give your patron 1 Influence.

Embrace Chaos

Whenever you roll a 10+, you may opt to instead take a partial success as if you had rolled a 7-9. If you do so, hold 1, which you may spend at any point before the end of the Sortie to do one of the following;

- Swap two of your Traits.
- Take increased level of success on your next move.

Re-weave Reality

When you use a piece of equipment to make a move, e.g using a weapon to **strike decisively**, you can ignore one of it's tags OR act as if it had an additional one of your choice. When you do so, give your patron 1 Influence.

Relinquish

If a part of your Astir becomes damaged or broken, you may choose one of your **boons** and relinquish it, losing that **boon** but repairing that part in exchange (and clearing related dangers). You cannot re-roll relinquished **boons**.

Share The Burden

When you **cool off** you may choose to succeed as if you had rolled a 10+. If you do so, give your patron 1 Influence.

Borrowed Power

When you request help from your patron, roll +CHANNEL and give your patron 1 Influence. On a 10+, hold 3. On a 7-9, hold 1, or be in *peril* and hold 3. You may spend your hold at any point during the Sortie 1-for-1 to use any **boon** you don't currently have, or you may spend 2 hold to make any move from another playbook.

GRAVITY

NOTES, GEAR, ETC.

When you earn an advancement, you may choose from the options below;

- Choose a new Move from your playbook (up to 3).
- Increase a Trait by 1, to a max of +3.
- Rewrite as many of your Ideals as you want.

Once you have marked off 3 of the above, you can choose from the additional options found in the 'Advancement' section of the Armour Astir: Advent core book.

IDEALS