

More Mood Markers

## Adventurer



You may collect up to seven Mood Markers, but your Mood bonus can never exceed +3.

**Risk:** If something bad happens, you may throw a coin. One side means luck, the other doubles the consequences you have to face.

*Fate: Sometimes Bara Bara sends a helpful vision to guide your paw.*

Calling

Transfer Mood Markers

## Artist



**Leech Mood:** Spend an Action and roll Emotion d6 against Emotion d6 of the victim. You steal one Mood Marker for every hit.

**Give Mood:** Spend an Action to distribute your Mood Markers among friends.

*Phantasm: You can summon visual illusions that can distract, disguise or decorate visually.*

Calling

Buff Friends

## Bard




**Perform:** You spend an Action performing a song of the appropriate Emotion. Roll Emotion d6 to make allies within earshot gain 1 Mood Marker. Set aside d6 to make allies gain more Mood Markers.

*Charisma: Your social pull is quite alluring. People tend to flock to you and heed your call.*

Calling

Grant Bonus Dice

## Cook



**Prepare:** Set aside any number of d6 from your chosen Emotion. You prepare a booth with food, which others may use including relevant talents. Allies spend an Action to get one serving. Add the Cook dice to the relevant roll. May create healing brews that heal the imbiber (without Love's benefit).

*Shopkeeping: You know all the secrets of running a successful business. Go open a Naschkeria!*

Calling

Debuff Foes

## Courtier



**Gaze:** You may affect the Mood of foes in front of you by focusing your social influence. Roll Emotion d6 to make foes gain 1 Mood Marker. Set aside d6 to make foes gain more Mood Markers. This causes Distraction if they act against their Mood.


Joy > Anger > Fear > Grief > Love > Joy

*Manipulation: Your words are well placed and your command over the social game is stunning.*

Calling

Extra Actions

## Cybertooth



You no longer suffer Distraction on Emotion rolls.

**Reflex:** Spend 1 Mood Marker. You may use the Action reflexively.

*Unfeeling: The cybernetical circuitry makes you resistant against attempts to woo you socially.*

Calling



## Daredevil

 Sacrifice Health



Any time you suffer a Wound, you may gain a Mood Marker of your choice. You can voluntarily take a Wound. Multiple applications of this ability aggravate that voluntary Wound.

**Intercept:** You divert an Attack to yourself.

*Recuperation:* You have exceptional stamina and easily get better after being knocked out.

Calling



## Frostpaw

 Disable Actions




**Freeze:** Spend one Mood Marker and touch a foe. The foe has to spend an Action freeing itself before it is able to use the associated Action. This effect lasts until the end of scene or until removed. Subsequent applications of this power require an extra Mood Marker.


Joy > Grief > Anger > Love > Fear > Joy


*Winterborn:* You resist freezing temperatures.

Calling



## Machinist

 Companion



**Tinker:** Set aside d6 from your chosen Emotion. Your machine may use these dice including all relevant Calling talents. The machine acts on your initiative. If you do not control the machine, it does not act on its own.

*Engineering:* You may interface with complicated machinery and build technological wonders.

Calling



## Sorcerer

 Ranged Actions



For every d6 you set aside, you can cover 1m (1yd) of distance between yourself and the target.

**Focus:** Spend an Action every round to add 1d6 to a roll, up to the rating of the focused Emotion.

*Spellcraft:* You know magical secrets like the forbidden Symbolaya and the Turnayan elements.

Calling



## Tactician

 Extra Targets



Set aside d6 to affect additional targets with Actions. Every d6 buys another target. Secondary targets have to be within 30cm (1ft) of the primary target.

You gain a Mood Marker on 1s in addition to 6s when rolling an Emotion.

*Resource Planning:* You know how to plan missions and resources. Logistics and schedules!

Calling



## Witch

 Delay Actions



**Hex:** Describe a trigger condition that will activate the relevant Action. The Action will be delayed up to one day per Emotional rating. If triggered, the roll is made as usual. Distance has to be covered upon planting the delayed Action.

*Familiar:* You have a magical companion that is knowledgeable about magical lore, but absolutely useless in a fight.

Calling