

## Storm Markings

*implanted, magical*

A series of branching, tree-like markings coursing up and down your skin. Usually pale blue, almost like veins, but when you become agitated they seem to glow, pulse, and ripple with light.

The markings are usually seen as a blessing of Tor (Storm-Bringer, Thunderer, Slayer-of-Beasts). But like most blessings of the gods, they are also a great burden.



When you **roil with anger**, you do +1 damage ongoing until you calm down. But when you **try to control your temper**, roll +WIS.

10+ You keep your cool and act as you wish.

7-9 Pick one:

- Take some deep breaths and count to ten, fuming all the while.
- Vent your rage, but tell us how and on what.

6- Mark XP and just loose it. Ask the GM what damn fool thing you end up doing.

When you are **struck by lightning or an electrical discharge**, take no damage and suffer no ill effects. (Your gear, however, has no such protection.)

Each time you use this power, mark a box. If all the boxes are marked, increase your FURY to 3 instead (see reverse).



When you mark the last box, you unlock the mysteries of the storm markings and can use **Storm's Fury** (see reverse).

### □ STORM'S FURY

When you **roil with anger**, your markings crackle with electricity and the air thrums with pressure. Roll +CON.

10+ Hold 3 FURY.

7-9 Hold 2 FURY.

6- Mark XP, hold 2 FURY, and mark a consequence.

Spend FURY 1 for 1 to manifest one of the following:

- Imbue your next strike with the force of thunder (+1d4 damage, *forceful, stun, loud*).
- Move like lightning, closing the distance between you and a foe before they can react.
- Bellow like a the storm itself, drawing no small amount of attention and making craven foes cringe in fear.

When you've marked 3 consequences, you can use **Chosen of the Storm-Bringer**.

### □ CHOSEN OF THE STORM-BRINGER

You can also spend FURY 1 for 1 to manifest these:

- Roll +CON to **Volley** with a bolt of lightning (2d6 damage, *near, thrown, forceful, loud, ignores armor*).
- Make a prodigious leap, buoyed by the wind.
- Summon a gale to swirl around you. Grit and dirt fling about, people must shout to be heard, people must brace themselves against the wind, and projectiles careen off-course. Take -1 ongoing while you sustain this effect.

### CONSEQUENCES

- A gale of winds forms around you, as with **Chosen of the Storm-Bringer** (even if you can't normally use that move). You can't dismiss it easily; the effects (including the -1 ongoing) continue until you calm down.
- Lightning begins to arc off of you, striking objects and creatures nearby at random for 2d6 damage (*near, forceful, loud, ignores armor*). This lasts until you calm down.
- Name an NPC who is present and with whom you have a bond. They are terrified of the power you wield and grow distant. Cross off the bond.
- From now on, when you gain FURY, gain +1 FURY. But take -1 ongoing to **try to control your temper**.
- A storm forms (or worsens) in your immediate area. It arrives freakishly fast, but not miraculously so.
- A terrible storm begins to form in your immediate area and pummels the entire region. Blizzards, tornados, floods—it's bad.
- A storm begins to form (as above), and the weather patterns are freakish and unpredictable for the next few months. Each steading in the region takes -2 forward to their next roll for Surplus and their next **Seasons Change** roll is automatically a 6-.

## Ineffable Words

*implanted, magical*

Syllables of the first language, words of pure thought and will, emblazoned on your soul and tongue by some angelic force or being. A gift, perhaps, or a terrible, terrible affliction.

Their power thrums inside you, pulsing against the crude vessel of your flesh and blood. Sometimes, under stress or simply out of the blue, you are struck with fits and seizures. And when the tremors pass and your senses return, you find that you have scratched strange symbols in the dirt or on the walls. Sometimes in your own blood.



When you **enter an ecstatic delirium and allow the ineffable words to pour forth**, roll +CON.

10+ You speak Truth, revealing something new and interesting about the current situation. Ask the GM what. All present hear understand this Truth as though it were spoken in their native tongue.

7-9 As above, but choose 1:

- The Truth is cryptic, vague, incomplete.
- You are overcome, collapsing in an epileptic fit.
- You draw unwanted attention

6- Mark XP, and the GM makes a move.

When you **spend weeks in ascetic contemplation of the incommunicable words within you**, roll +CON.

10+ Gain insight into the power within you. Mark 1 box.

7-9 Take +1 forward to contemplate the words again

6- Don't mark XP, but nothing bad happens either.



When you mark the last box, you unlock the mysteries of the Ineffable Words and can **Speak the Unutterable** (see reverse). Choose 1 Word that you have mastered and clear the boxes. Each subsequent time you mark the last box, master another Word and clear the boxes again.

### □ SPEAK THE UNUTTERABLE

When you **speak an Ineffable Word that you have mastered**, roll +CON.

10+ The Word's power manifests as described.

7-9 As above, but also choose 1:

- You collapse in an epileptic fit.
- Mark a consequence.

6- Mark XP, and the GM makes a move (which may or may not involve you marking a consequence).

### CONSEQUENCES

- The Word's power draws the attention of every magical being for miles around. They will recognize you on sight as the bearer of the Word.
- The power of the Word overflows, affecting every possible target within *far* range to violent effect.
- Your voice takes on a metallic, inhuman edge. Henceforth, all creatures understand you as though you spoke their native tongue, but you can never again use language to lie or deceive.
- The Word tears reality, leaving a rift from which primeval power pours into the world. Expect all manner of strange and chaotic effects.
- You rouse an eternal, ancient being of Order. It seeks you out, implacably, to reprimand you for your reckless use of such primordial power.

### MASTERED WORDS

- **Seal:** Name a portal, clasp, or seam in your presence. If you speak this Word forward, the target seals shut and holds against any mundane attempt to open it. If you speak backward, the target is pried open or apart.
- **Reveal:** Name a creature or object in your presence. If you speak this Word forward, the target is stripped of all disguises and falsehoods. If you speak backward, the target is momentarily hidden; no thinking creature can perceive it for a few seconds.
- **Purify:** Name an instance of corruption, infection, or taint in your presence. If you speak this Word forward, the target is cleansed. If you speak backward, the corruption grows and spreads aggressively.
- **Gather:** Name an unliving object in your presence. If you speak this Word forward, the object is drawn forcefully towards you, possibly flying through the air and into your hand. If you speak backward, the object is flung away from you. If the object weighs more than you, or is secured by something that does, it is you that moves instead.
- **Empower:** Name a living thing or vessel for power in your presence. If you speak this Word forward, it surges with power. A creature heals 1d8 HP or takes +1 forward. If you speak backward, the target is drained of energy. A creature takes 1d8 damage (ignores armor) or takes -2 forward.