

THE ALCHEMIST

“My Eidolon can transform any _____ it touches into _____.”
Range: 10 Feet

CHARACTER NAME:

☐

POW

☐

ELE

EIDOLON NAME:

☐

GEN

PLAYER NAME:

☐

GLAM

☐

BIZ

APPEARANCE

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

HOLD

When you play your resonant card, apply the following Forecast: “You identify what must be changed in this moment, and you change it.” You may swap two of your stats for the rest of the session.

When you play your dissonant card, apply the following Forecast: “you try to change something that should not be changed.” The GM will swap two of your stats for the rest of the session.

Starting Moves

- ☒ **Revert:** If you or your Eidolon touches something you’ve transformed, you can make it turn back to its original form.
- ☒ **If Cars Are Frogs:** At the beginning of each session, Hold 2. You may spend 1 Hold when Challenging Fate; you interpret the Forecast of the card you play, instead of the GM (you must still respect the Polarity of the card).

Advanced Moves

- ☐ **Delayed Reaction:** When your Eidolon touches a valid target of its power, instead of making the transformation take place right away, you can instead choose to Hold 1. You can spend this Hold at any time, and the transformation will only take place once you do.
- ☐ **Nothing Is Beyond My Reach:** You may transform a target without touching it. When you take this Move, choose what you need to do instead:
 - Look at your target for a moment of intense focus.
 - Hit your target with a beam or projectile generated by your Eidolon.
 - Touch another object to charge it with transformative power and cause that to touch your target.
- ☐ **What a Fool Believes:** When you would interpret a Forecast with If Cars Are Frogs, you may instead choose the Forecast of a different card of the same Polarity - interpret that Forecast instead.
- ☐ **Suffering is Optional:** When you would advance your Damage Track, you may instead choose one of your stats with a value greater than 1; set that stat to 1. It returns to its normal value at the beginning of the next Downtime.
- ☐ **Metamorphosis:** When you Face Death and do not choose to embrace death, you may change something about yourself when you come back. You may permanently swap two of your stats, or choose one Advanced Move you've taken and replace it with another Advanced Move you meet the requirements for. Describe how this change is reflected in your personality, in the appearance of your Eidolon, and, optionally, your physical appearance.
- ☐ **Same As It Ever Was:** Take the Faulty Meter Move from the Conductor Playbook, but instead of warping reality, someone you successfully Dazzle will not think anything is amiss when your Eidolon transforms something.

When you successfully Dazzle someone, then until the end of the scene, they will not think anything is amiss when your Eidolon warps reality.

- ☐ **I'll Give You Everything:** When another player's Damage Track advances to Defeated, you can imbue your Eidolon with a burst of transmutational power to give them your life energy. Swap your Damage Track with theirs and immediately Face Death. You can only use this Move once per session.
- ☐ **Burning For You:** When anyone plays a card, you may transmute a piece of your soul into raw energy to fuel a greater success. Use the Polarity and Forecast of **The World** instead of the card that was played, then describe what you gave up to make that happen; an important memory, a skill you possess, a significant aspect of your personality, etc. Additionally, describe how your Eidolon's appearance changes to reflect this. You may only use this Move once per session.
- ☐ **Remember What You Were:** When you transform something with your Eidolon, you can make it retain a single attribute of what it used to be—its size, its weight, its viscosity, etc.
- ☐ **We're Not Gonna Take It:** Give an impassioned speech about how the status quo is unacceptable, and your vision for how to change it for the better. Draw **GLAM**. If you play a neutral or positive card, all player characters that heard your speech take +1 Forward to the next Move they make to enact your vision. Additionally, when you play a positive card, any GM-controlled character who hears your speech will buy into your vision (though they may remain hostile to you personally). You can only use this Move once per session.
- ☐ **See it My Way:** Once per session, you may draw **BIZ** to change someone else's Eidolon Power. If successful, rewrite that Power to include one of the materials from your own Eidolon Power.
- ☐ **Mindscaping:** Once per session, while you are in the Undertow, you may draw **BIZ** to call upon your Eidolon's transformative power to reshape your physical surroundings as you see fit. Describe how your changes to the Undertow affect the real world.

Master Moves (Requires Level 5 or higher)

- ☐ **Something From Nothing:** Instead of transforming the usual base material into what you want to create, you can attempt to conjure it out of thin air by drawing **BIZ**.
- ☐ **Transform the World:** When you achieve an incredible victory against impossible odds, your Eidolon radiates raw transformative power. Declare one change you want to see in the world. This change occurs immediately. You can only use this Move once, ever.
- ☐ **Everything Changes:** Change your Eidolon's ability to the following, and fill in the blanks:

“My Eidolon can transform any _____ it touches into _____, and it can change THAT into _____.”

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>