

# CHARM ADDICT

It started with a bell-charm, in the fold of your privates.

When your bell tinkled ingenues would wink at you. So you went further: pearls of power in your biceps, spells of speed for your calves. Did you pierce your throat with steel reeds, so you would sound better?

Now people look away. They think you have gone too far.

- 1 You are obsessed with self-enhancement, via charms inserted under the skin.
  - 2 You were a scholar. Your HD IS D6. You gain d6 + constitution per level. Your proficiency bonus is +2; every four levels this increases by +1. Your saves are **INTELLIGENCE** and **CHARISMA**.
  - 3 You have your insecurities. **+1 CHARISMA**.
  - 4 Your wits got you where you are. **+2 INTELLIGENCE**.
  - 5 Your fixation is costly. You squirrel half your income away to fund or use as materials for more charms.
  - 6 Your enchantments jingle and ding. You have disadvantage in hiding and passing unnoticed.
- 
- 1 You are skilled in **deception** and **athletics**. You are also skilled in two of the following fields: **sleight of hand**, **arcana**, **medicine**, or **persuasion**. You have trappings relevant to the fields you are skilled in, as well as tools for charm-making and whitemithy.
  - 2 You are skilled in a single martial art. If this involves a weapon, you have this weapon, and tools for its maintenance.
  - 3 You also have gear for life on the road.



You are most proud of a:

1 Jade bar through your genitals. Once per day, cause a creature you smile at to faint from an intense orgasm. +1 charisma.

2 Set of silver caps, over the ankles of your feet. Once per day, you may run to a spot you see, quick as lightning. +1 dexterity.

3 Dozen needles, gold, in your cheeks. Choose a gender. Anybody of that gender falls silent while you speak. +1 charisma.

4 Line of tuned bronze plates, down your spine. Once per day, you may move a single object of whatever weight. +1 strength.

5 Set of iron bells, over the knuckles of both hands. At will, your fists blaze with flames. These do not burn you. +1 strength.

6 Pearl in your navel. Any spirit that sees it is jailed inside; the next spirit to see it replaces the last. If it holds a spirit, +2 constitution.

You studied the charm-maker's art from:

1 A beadworker. You were their assistant. +2 to checks involving fashion and fake jewellery. You have a chest of coins. It isn't yours.

2 A sorceress. She still holds a grudge. +2 to checks involving cosmetics and curses. You have a sack of love potions. Only one works.

3 A holy man. He never washed. +2 to checks involving small animals and skin disease. You have a pet mynah you can understand.

4 A gunsmith. You torched their foundry. +2 to checks involving firearms and fire. You have a hand-cannon that needs no gunpowder.

5 An acrobat. You paid for their funeral. +2 to checks involving rope and rooftops. You have bracelets made of carved, glowing coral.

6 A firefly spirit. They are disappointed. +2 to checks involving insects and invisible things. You have a jar that rattles if ghosts are near.

## SPELL CHARMS

Whispering pins; tin chimes; porcelain tiles etched with sacred words -- you are always pushing more of these into your skin.

At 2nd level, you have so many you now generate a field of mystic energy. Choose a Wizard spell equal to half your current level. You may cast this spell once per day.

The charms that power this spell are clustered on your:

1 Left forearm.

2 Right forearm.

3 Shoulders.

4 Belly.

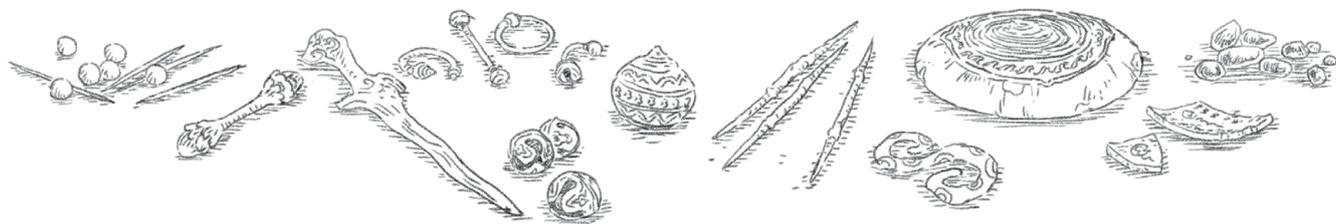
5 Right shin.

6 Left shin.

Any harm to this location has a 2 in 6 chance of ripping out the charms placed there. You lose the use of any spells associated with that location until charms are reinserted and wounds heal.

When you next advance to an even level, you gain another spell in the same way. You also gain an additional use per day for every spell you already have.

## CHARM SPIRITS



At 3rd level, your charms begin to coalesce into a will of their own.

The charm spirit argues with your thoughts, and may hijack your mouth if you are distracted. They writhe just under the skin, moving about your body like a cat under a carpet.

They look like:

- 1 An eight-spoked wheel. A pride spirit. They want to stand in harm's way. Negate all harm from a single source, one additional time per day.
- 2 A life-sized eel. A thirst spirit. They must drink. Touch a living plant; it wilts and dies while all your injuries knit, one additional time per day.
- 3 A trio of tiny monkeys. A mischief spirit. They must break things. Touch an object to sabotage it in some hilarious way, one additional time per day.
- 4 A set of gnashing teeth. A rage spirit. They want violence. Touch a person and they yell vile, unforgivable insults. Lasts an extra hour per day.
- 5 A network of shivering vines. A growth spirit. They want to bring life. Touch an object and it animates, obeying you. Lasts an extra hour per day.
- 6 A swarm of beetles. A nervous spirit. They distract and annoy you. You've installed studs in your skull, charms of concentration. +1 wisdom.

Call on their power and you quiet them -- at least until tomorrow.

When you next advance to an odd level, another charm spirit awakens in you.

Death is difficult for you. Your soul may want to pass on -- but your charms do not. You are effectively out-voted in your own body. You linger in suffocating agony.

If your charms are not ritually removed within the week, your corpse rises. The charm spirits are now in control. Your agony does not cease.

