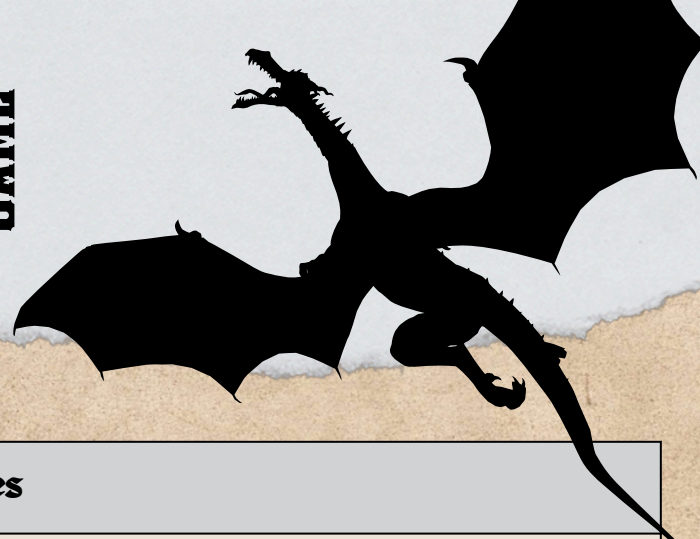


THE TRIAL OF THE
TAMING SPIRES:
PLAYER ASPIRANT
SHEET

RPGGAME



Player

Item	Repsonses
Character Name:	
Descriptor: (Personality)	
Creature Species:	
Creature Name:	
Sector: (Academy Niche)	
Species Skill:	

Bonded Stats

Stats	Focus	Start Value	Current Value (Track here)
Beast		3	-1 0 1 2 3 4 5 6
Rider		3	-1 0 1 2 3 4 5 6

Action Resolution: Rolls

- When your action is uncertain, the GM tells you which stat to use, and you roll.
- SUCCESS: Roll is equal to or under your current stat.
 - FAILURE: Roll is over your current stat.

Special Action	Rule: Expert Edge (Treat Stat as 4)
Expert Edge: Creature Skill	When using your Species Skill (Burn, Shatter, etc.), you may treat your BEAST stat as 4 for that single roll.
Expert Edge: Sector Niche	When using your Sector skill (Tactics, Gear, Lore, etc.), you may treat your RIDER stat as 4 for that single roll.



Roll the Dice and Decide your Fate

Roll	1-2: Descriptor (Your Personality)	3-4: Creature (Your Power)	5-6: Sector (Your Academy Niche)
1	Rookie (Terrified, but fast)	Great Wurm (Fire Breath, Burn)	Wing Leadership (Command & Tactics)
2	Washed-Up (Skeptical, but wise)	Gryphon (Piercing Shriek, Shatter)	Archives Guard (Security & Surveillance)
3	Unhinged (Aggressive, reckless)	Sky-Lion (Air Magic, Soar)	Scouting & Recon (Stealth & Intelligence)
4	Ambitious (Political, slick)	Rock Drake (Heavy Armor, Shrug Off)	Healer/Scribe (Lore, Medicine & Support)
5	Reluctant (Relatable, empathetic)	Shadow Serpent (Illusion, Vanish)	Weapons Master (Gear & Melee Combat)
6	Grizzled (Experienced, damaged)	Tempest Owl (Lightning, Stun)	Logistics/Wartime Engineer (Supply & Defense)

The Shifting Bond (Stat Shifts)

If either stat hits 6, your character is out of the game!

Trigger	Resulting Stat Shift
Pride (Success)	Move 1 point from BEAST to RIDER
Guts (Failure)	Move 1 point from RIDER to BEAST
Voluntary: Yell at your Creature	Move 1 point from RIDER to BEAST
Voluntary: Flashback to Study	Move 1 point from BEAST to RIDER

GM SHEET **RPG** GAME



Core Premise & Conflict

- **The Setting:** The Eyrie, a politically charged military academy carved into a massive mountain range, where Aspirants form Fated Bonds with magical beasts.
- **The Goal:** The Aspirants must survive the trials of The Reckoning and expose the conspiracy concerning The Unseen Threat orchestrated by the oppressive Staff.
- **The Players:** They are a team (a squad) and should be rewarded for collaboration. The Stat 6 outcome (Betrayal) is a risk for self-serving ambition that endangers the whole group.

The Rules at a Glance	Description
Action Check	When an action is uncertain, the player rolls 1D6. Success is equal to or under the relevant stat (RIDER or BEAST).
Expert Edge	When a player uses their Species Skill or Sector Niche, they temporarily treat the relevant stat (BEAST or RIDER) as 4 for that single roll.
Stat Shifting	Stats must remain balanced. Pride (cunning success) shifts BEAST → RIDER. Guts (failure into panic) shifts RIDER → BEAST.
End of the Line	If a stat reaches 6, the character is out. RIDER 6 = Betrayal; BEAST 6 = Loss of Bond/Expulsion.

Consequences of Failure

When a player fails a check and Guts is not triggered, impose a Narrative Setback instead of adding a wound/damage counter.

Setback Type	Example Consequence
Time Loss	The action takes too long, allowing a rival squad to pass them or a Staff patrol to round the corner.
Creature Strain	The creature suffers a temporary physical or mental setback. Their next roll of that type (RIDER/BEAST) is made at a -1 penalty.
Entrapment	The Aspirant or their creature is temporarily pinned, trapped, or tangled, requiring a new action and roll to escape.
Attention Drawn	The failure attracts the eye of an NPC (Staff, rival, etc.) who now poses a direct threat or complication.

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The Hidden Truth

KEEP THIS SECRET UNTIL THE CLIMAX! The players should only discover this when they reach the final location, the Ossuary Spires.

- **The Grand Deception:** The Unseen Threat is not an external enemy. It is composed of the enslaved and hidden Beasts of Failed Riders—those who lost their bond when their RIDER stat hit 6. The Citadel Staff keeps them alive as a weapon.
- **Clue Triggers:** Use a player's Sector Niche to drop hints.
- **Archives Guard:** Finds a heavily redacted Staff logbook detailing "reclamation protocol."
- **Scouting & Recon:** Intercepts a muffled transmission referencing "containment in the lower levels."
- **Healer/Scribe:** Recognizes a strange ritualistic symbol on a Staff uniform related to animal subjugation.
- **The Climax:** The final "enemy" is a massive, enslaved BEAST being controlled by a high-ranking Staff member (an NPC corrupted by RIDER 6). The players must realize the objective is not to kill the beast, but to free it and turn it against the Staff.