

Select your Initial Move

Choose one of these to start with:

Bardic College

Where is your school located? Who was your favorite instructor? Who was your least favorite? When you **use stories and legends or spout lore**, on a miss, in addition to whatever else the GM says you know where to go to find the information you seek.

Fey Tutelage

You learned from one or more denizens of the faerie realm. Were you abducted as a child? Was it part of an exchange? Lost in the woods of Kunla? Maybe you overheard a dryad or nymph singing. You start with **soothe the savage beast**.

On the Road

Out on your own with just the clothes on your back, you quickly learned that many were willing to trade a warm meal and roof for an entertaining evening. You can **use your stories and songs to get a roof over your head for the night**, and when you **parley** with someone to prevent conflict, take +1.

Extra Starting Moves

You also start with these moves:

Entertainer

When you **carouse**, if you describe to the GM a story you tell, a song you sing, or your performance, you don't have to pay 100 coins. In addition, add the following to the list of options that you can choose from:

- * You make some money—gain 2d10 coins.

Stories & Legends

When you **declare that you've heard tell of something or someone important**, name the book, song, or story that you learned of it from. Then ask the GM any one question about it and roll +INT. On a 10+, the GM will give you an elaborate answer, providing information immediately useful or relevant to you. On a 7-9, you'll need to find out a good use for the answer the GM will give you.

Magical Music

When you **sing or play a song**, describe it and roll +CHA. On a 10+, you hold the attention of every intelligent creature that can see or hear you until the performance is completed, or until something happens to break their attention, and choose 2. On a 7-9, like 10+ but choose 1.

- * A member of the audience becomes enraptured with you – the GM will tell you who.
- * One or more members of the audience give you gifts – the GM will tell you what.
- * A member of the audience requests your services.

Stirring Speech

When you **deliver a stirring speech before a conflict**, roll +CHA. On a 10+, choose 2. On a 7-9, choose 1.

- * Your allies take +2 armor forward.
- * Your allies take +1d4 damage forward.
- * Your allies take +1 ongoing against fear until the conflict ends.

Song of Rest

When you **make camp**, if you sing a soothing song, everyone recovers +1d6 hit points the next day.

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Befuddling Banter

When you **spend a while conversing with someone**, take +1 to parley with them or convince them to go along with a plan or suggestion of yours.

Cutting Jibe

When you **insult someone**, roll +CHA. On a 10+ choose two. On a 7-9 choose one.

- * The target makes a rash decision.
- * The target falters or leaves an opening—you or an ally take +1 forward against them.
- * They do not make an attack against you.

Graceful Swordsman

When you **face a foe one-on-one and are wielding a weapon with the precise tag**, gain +1 armor. In addition, when you **hack and slash with a precise weapon**, on a 12+ you ignore their armor.

Lullaby

When you **sing or play a gentle song**, roll +CHA. On a 10+, every creature you choose that can hear you becomes lethargic and inattentive until the song ends, and falls asleep after a few minutes. On a 7-9, they are able to resist the urge to sleep, but remain lethargic and inattentive.

Pep Talk

You can **use aid or interfere** by simply giving someone a few words of encouragement, and you can choose to roll +CHA instead of +Bonds.

Putting the Pieces Together

When you **use stories and legends or spout lore**, on a miss, if you spend a while pondering or carefully examining the subject or object you can try again.

Refreshing Song

When you **use song of rest**, everyone either regains an additional 1d6 hit points or takes +1 forward the next day.

Soothe the Savage Beast

When you **play a song in the presence of wild beasts**, roll +CHA. On a 10+, they are enthralled: they won't attack you or your allies until the song ends or they are attacked first. After that, the GM will choose if they leave peacefully or regard you affectionately. On a 7-9, the enthrall will last only until they are attacked or the song ends.

Storyteller

When you **tell a story**, you can use **entertainer** without having to return triumphantly from an adventure. If you choose to **gain coins**, you instead gain 3d10 coins.

War Skald

You ignore the clumsy tag when wearing armor, and when you **hack and slash while chanting a war hymn**, deal +1 damage.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Captivating Storyteller

Requires: Storyteller

When you **use storyteller**, choose one additional option, and on a miss you can still choose one.

Furry Friend

Requires: Soothe the Savage Beast

You've attracted the attention of a loyal animal. Regardless of its size or appearance, treat it as a hireling with 8 skill points and a starting Loyalty of +1. If it dies, the next time you **use soothe the savage beast**, one of the animals will stick around.

Inspiring Shout

Requires: Pep Talk

When you **use aid or interfere by shouting at someone**, on a 10+ they instead take +2 or -3, your choice.

Invigorating Song

Replaces: Refreshing Song

When you **use song of rest**, everyone regains an extra 1d6 hit points and takes +1 forward the next day.

Moving Music

When you **pour your heart and soul into a performance**, roll +CHA. On a 10+, every creature you choose that can hear you is instilled with joy, hope, despair, or dread even long after the song has ended. On a 7-9, the effects linger only until the song ends.

Patronage

When your **patron asks a task of you**, write a bond reflecting this task. When you complete it, mark XP and when you **return to your patron** he or she will reward you for your services. In addition when you **use magical music** you can choose to have an NPC admire your patron.

Rallying Cry

Requires: War Skald

You can **use stirring speech simply by shouting as you charge headlong into the fray**, and you choose from these instead:

- * Your allies take +3 armor forward.
- * Your allies take +1d6 damage forward.
- * Your allies are immune to fear until the conflict ends.

Reading Between the Lines

When you **spend some time engaged with someone, whether talking or performing**, you may ask the GM any one question about them.

Riposte

Requires: Graceful Swordsman

When you **defy danger against a nearby opponent while wielding a weapon with the precise tag**, on a 10+ you can deal your damage to your attacker.

Sudden Insight

Requires: Putting the Pieces Together

You can **discern realities** by quickly glancing about. When you **use stories and legends or spout lore**, on a 12+ the GM will also reveal a glaring weakness, strength, or long-forgotten secret.



Beastmaster

"I'm one with my animal companion. With her, I'm full. Without her, I'm empty. We hunt together, feast together, breathe together. My family is not bound by blood, but by the thrill of the hunt, the bond of chasing our prey. In the woods of brick and mortar I seek solace in my companion, longing for the day we'll once again live in nature as predators."

Beastmasters are skillful hunters who are bound to an animal companion, thriving in places away from civilization.

NAME

LEVEL

LOOKS

XP

Strength

Dexterity

Constitution

STR

DEX

CON

Weak -1 Shaky -1 Sick -1

Intelligence

Wisdom

Charisma

INT

WIS

CHA

Stunned -1 Confused -1 Scarred -1

ARMOR

HIT POINTS

DAMAGE

d6

(Maximum 8+Constitution)

Origin

Origin

Choose your Homeland:

- Kunla
- Kidhai

Heritage/Origin Move

Heritage/Origin Move

Alignment

Alignment

Choose an alignment:

- Lawful: Tame or drive off a dangerous beast.
- Good: Help a beast in need.
- Chaotic: Side with nature over civilization.

Bonds

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who fears my animal companion?
- * Who gets along unusually well with my animal companion?
- * Who wants to learn how I tame and command beasts?
- * Who considers me uncivilized?

Gear

Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight), pet food (5 uses, 1 weight), and armor made from animal skins (1 armor, 1 weight). Choose your armaments:

- Katar (hand, 1 piercing, 1 weight), and a short bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight)
- Wood harpoon (reach, thrown [near], awkward, 2 weight)
- Hunting spear (reach, thrown [near], 1 weight) and shield (+1 armor, 2 weight)

Choose one other:

- 3 vials of antitoxin (0 weight)
- Poultices and herbs (2 uses, slow, 1 weight)
- Travel rations (5 uses, 1 weight) and animal skins (5 coins)

Select your Initial Move

Choose one of these to start with:

Tradition

You grew up in a clan that bonded with and raised certain animals. You see your animal companion as family. When you **aid or hinder each other**, take +1, and you can never be compelled to harm each other.

Survival

You and your animal companion worked together to get out of a bad situation. Since then, the animal has stuck with you. You both gain +2 HP, and when you or your animal companion **takes your last breath**, take +1.

Spirit

Your animal companion is a spiritual manifestation of you. You start with **spirit bond**, and your animal companion can reside within your body.

Extra Starting Moves

You also start with these moves:

Animal Companion

You have befriended an exceptional animal. Animal companions start with WIS +1, INT -1, and CHA +0. You can allocate +2, +1, and +0 between its STR, DEX, and CON. It can be either human-sized or *small*. It has the *close* tag and deals 1d6 damage, and has hit points equal to one-half of yours (rounded down). Choose 2:

- * It has the *stealthy* tag.
- * It has a useful feature or ability (breathe underwater, swift speed, venomous bite, keen senses, camouflage, rusts metal on contact, etc). You can choose this option more than once.
- * It has a special mode of movement (climbing, swimming, burrowing, etc). You can choose this option more than once.
- * It has the *large* and *reach* tags.
- * It has especially thick or scaly skin—it gains +1 armor.
- * Its natural weapons are especially dangerous—it has the *1 piercing* and *messy* tags.
- * It has many natural weapons—roll damage twice and use the better result.

Beast Lore

When you **spout lore about animals**, you can roll +WIS.

Cooperation

When you **aid your animal companion**, on a 7+ your animal companion takes +1d4 damage forward, and vice versa.

Wild Speech

You can communicate with animals.

Advanced Moves

When you gain a level from 2-5, choose from these moves.

- Animal Instincts
 - When in a natural environment, enemies cannot catch you or your animal companion by surprise.
- Beast Hunter
 - When you deal damage to a beast, deal +1d6 damage.
- Coordinated Attack

Replaces: Cooperation

 - When you hack and slash, on a 10+ your animal companion takes +1d6 damage forward against the same target, and vice versa.
- Don't Bite the Hand That Feeds You
 - As long as your animal hirelings are well fed, you take +1 when ordering them. When you parley with an animal, if you offer it food that it would normally eat you take the 10+ result.
- Feral Telepathy

Requires: Wild Speech

 - You can communicate with animals you can see telepathically.
- Hunter & Gatherer
 - When you travel through the wilderness, choose 1:
 - * You gain 1d6+2 rations.
 - * You gain 2 uses of poultices and herbs.
 - * You gain 3 uses of healing salve.
- Leader of the Pack
 - You attract 4 skill points worth of animal hirelings. When you order them, you can roll +WIS instead of +LOYALTY. If they are slain, more will arrive to serve you as soon as possible.
- Man's Best Friend
 - When your animal companion defends you or an ally, it holds +1 for each bond it has, even on a miss.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

- Apex Predator

Requires: Survival of the Fittest

 - Choose a stat that you didn't increase with survival of the fittest and increase it by +1. Your animal companion can have four options from the list. Add these to the list of options you can choose from:
 - * It deals +1 damage (stacks with the previous option for +1 damage).
 - * It can have the huge and forceful tags.
- Beast Slayer

Replaces: Beast Hunter

 - When you deal damage to a beast, deal +1d8 damage.
- Dominate Beast

Requires: Feral Telepathy

 - When you force your way into a beast's mind and take control, roll +WIS. On a 10+, hold 3 Control. On a 7-9, hold 2 Control. On a miss, hold 1 Control in addition to whatever else the GM says. Spend Control, 1 for 1, to force the beast to move to a nearby location or make a move. You cannot have the target attack itself.
- Pack Alpha

Requires: Leader of the Pack

 - You now attract a total of 8 skill points worth of animal hirelings.
- Pecking Order

Requires: Leader of the Pack

 - When you reduce a beast to 0 hit points, instead of killing it you can spare it: it will obey you to the best of its ability until you show weakness or dismiss it.

- Master of Beasts
 - When you parley with beasts, you can roll +WIS instead of +CHA.
- Spirit Bond
 - You can sense your animal companion's general mood. When your animal companion takes damage, it is divided between you and it. This damage ignores your armor. If it's an odd amount, your animal companion takes the highest.
- Spring the Trap
 - When you hack and slash or volley and miss, your animal companion takes +1 forward to attack the same target, and vice versa.
- Survival of the Fittest

Requires: Animal Companion

 - Your animal companion gains +1 to its STR, DEX, CON, or WIS, and it can have three options from animal companion. Add these to the list of options you can choose from:
 - * It deals +1 damage.
 - * It has +1 armor (stacks with the previous option for +1 armor).
- Size Up
 - When you spend a few moments examining a creature, the GM will tell you its HP, damage, armor, special qualities, and moves.
- Venommunity
 - You and your animal companion are immune to all venoms and poisons.

- Precision Strike

Replaces: Coordinated Attack

 - When you hack and slash, on a 7+ your animal companion takes +1d8 damage forward against the same target, and vice versa.
- Scavenger

Requires: Hunter & Gatherer

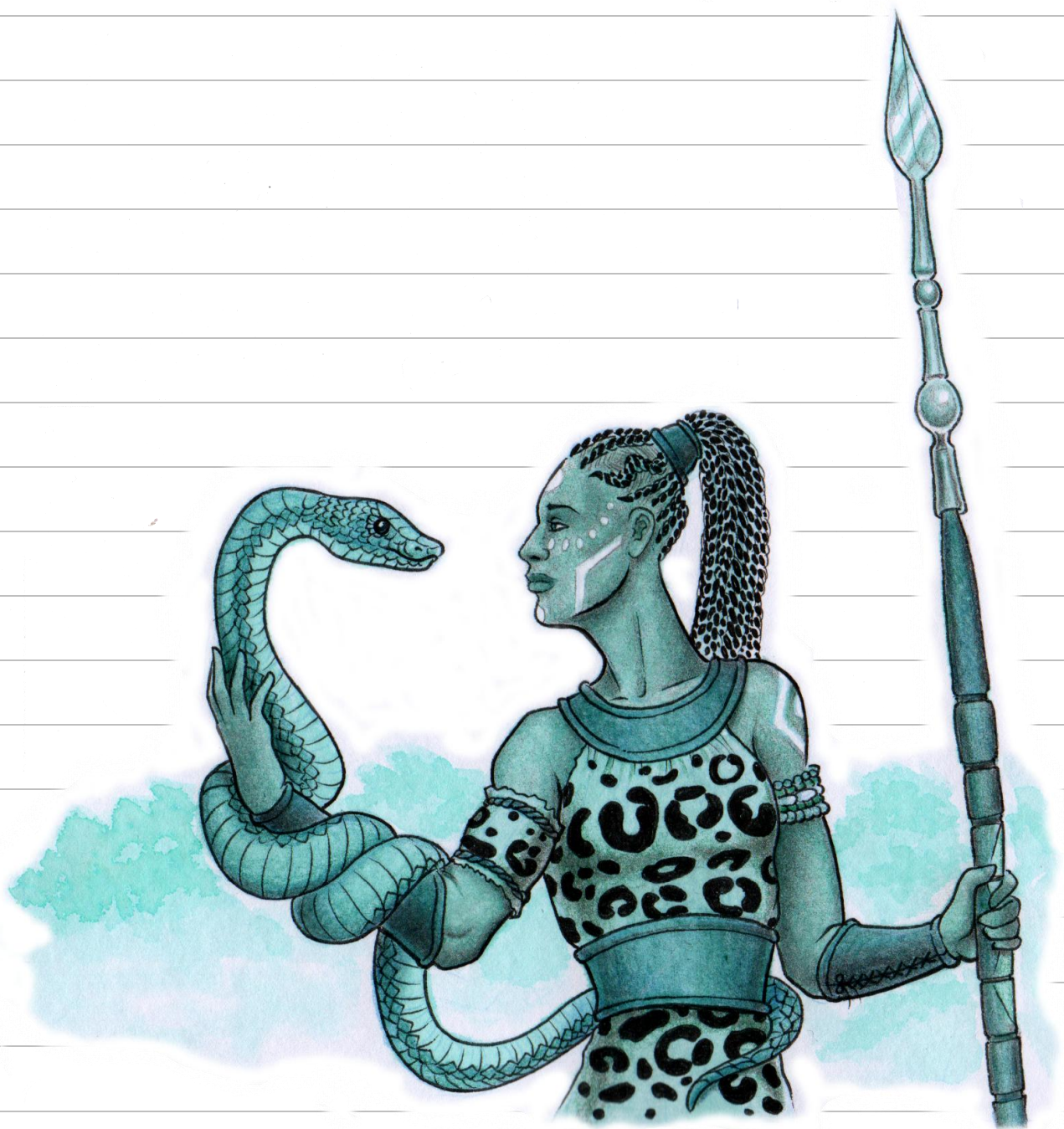
 - When you use hunter and gatherer, choose 2. You are also immune to diseases and can survive on carrion without any ill effects.
- Share Strength

Requires: Spirit Bond

 - When you touch your animal companion and channel your strength into it, it regains 1d8 HP and roll +WIS. On a 10+, all 3. On a 7-9, choose 2.
 - * It regains an additional +1d8 HP.
 - * It takes +1 forward.
 - * You don't suffer 1d8 damage, ignoring armor.
- Shared Senses

Requires: Feral Telepathy

 - When you use feral telepathy, you can also choose to extend your senses to the target. You have no control over the target.
- Thick-Skinned
 - You and your animal companion both gain +1 armor.



Cleric

“We are all but toys of the gods, wandering souls needing guidance. At least, I was this way: now I’m the voice they choose to speak through, the hand that delivers the blow, the divine vessel of their influence. I’m an instrument and I’ll be used, carving the world as they see fit, smiting the unbelievers and the creatures of the dark. I wield the power of men and gods together, as my faith guides me above and beyond.”

Clerics are soldiers of faith, using the power of the gods to accomplish miracles no other mortals can.

NAME		LEVEL	
LOOKS		XP	
Strength STR	Dexterity DEX	Constitution CON	
<input type="checkbox"/> Weak -1		<input type="checkbox"/> Shaky -1	<input type="checkbox"/> Sick -1
Intelligence INT	Wisdom WIS	Charisma CHA	
<input type="checkbox"/> Stunned -1		<input type="checkbox"/> Confused -1	<input type="checkbox"/> Scarred -1
ARMOR	HIT POINTS	DAMAGE	d6
	(Maximum 8+Constitution)		

ORIGIN

Origin

Choose your Homeland:

- Atisi
- Gotai
- Minal
- Kunla
- Kidhai
- Javala
- Eiman

HERITAGE/ORIGIN MOVE

Heritage/Origin Move

ALIGNMENT

Alignment

Choose an alignment:

- Good: Help those in need.
- Neutral: Spread the word of your faith.
- Evil: Manipulate or harm others to further your deity’s influence.

BONDS

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who despises my god? Why?
- * Who is also religious? Why do we respect each other?
- * Who was seen in visions granted to me by my god? What do they mean?
- * Who seeks atonement for the sins of the past? What have they done?

GEAR

Gear

Your load is 10+STR. You start with travel rations (5 uses, 1 weight), a holy symbol (describe it, 0 weight), sacred writings (0 weight), and your deity’s favored weapon. Choose your defenses:

- Mail armor (2 armor, worn, clumsy, 3 weight) or leather tunic (1 armor, worn, 1 weight)
- 2 blocks of incense (holy, 1 use, 0 weight) and 2 bottles of Swena’s Silver Beer (1 use, 0 weight, as per page 254)

Choose one:

- Adventuring gear and travel rations (5 uses, 1 weight)
- A shield (+1 armor, 2 weight)
- A bag of books (5 uses, 2 weight) and 2 blocks of divine incense (holy, 1 use, 0 weight)

Advanced Moves

When you gain a level from 2–5, choose from these moves.

Bless You

You can give a creature you touch one or more Favor. They can spend it as if they have the **divine favor** move, but if they act in a manner opposed by your deity this Favor is immediately lost and you take -1 ongoing until you perform a task or provide a sacrifice as demanded by your deity.

Divine Insight

When you **use religious lore**, you always get the 10+ result, and when you **spout lore**, if you spend a few moments praying to your deity, you can roll +WIS instead of +INT.

Divine Intervention

When you **petition your deity for aid that is within its domains**, roll +WIS. On a 10+, your deity intervenes on your behalf. On a 7-9, like 10+ but choose one:

- * You get a lesser or different result – the GM will tell you which.
- * You need to spend 1 or more Favor.
- * You'll need to perform a task or sacrifice something to your god – the GM will tell you what.

Divine Wrath

When you **call upon your deity's wrath to smite a creature up to near range**, describe it and roll +WIS. On a 10+, deal 1d8 damage, ignoring armor. On a 7-9, like 10+ but choose one:

- * Roll damage twice and choose the lesser result.
- * You must spend 1 Favor.
- * You draw unwelcome attention or put yourself in a spot – the GM will describe how.

Favored Soul

Increase your maximum Favor to 5.

Flagellant

When you **deal 1d6 damage to yourself**, ignoring armor, gain 1 Favor. Damage taken this way can only be healed naturally.

Hallowed Ground

When you **use rebuke adversary**, they are repelled to *near* range.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

Apocalypse

Requires: Divine Wrath

When you **use divine wrath**, it can have the *area* and *1 piercing* tags, and on a 12+ it deals 2d8 damage instead of 1d8.

Blessed Ye Shall Be

Replaces: Favored Soul

Increase your maximum Favor to 7.

Cleansing Touch

Requires: Purity of Body

You can spend 1 Favor to cure a creature or object touched of disease, poison, corruption, and similar afflictions.

Faith Healing

Replaces: Lay on Hands

When you **spend Favor to heal a creature touched**, you heal +2d6 damage and the effect happens instantly.

Improved Smite

Replaces: Smite Adversary

Against your deity's adversaries, deal +1d8 damage and your attacks gain the *agonizing* and *ignores armor* tags.

Miracle

Requires: Divine Intervention

When you **use divine intervention**, on a 12+ your deity's assistance goes beyond the scope of your need or request.

Lay on Hands

When you **spend Favor to heal a creature**, you instead restore 2d6 hit points.

Last Rites

You can affect undead normally, even if it would usually require special conditions or materials. When you **reduce an undead creature to 0 or fewer hit points**, it never returns.

On The Third Day

You recover from all of your debilities in three days, whether or not you rest.

Purity of Body

You are immune to all poisons and disease.

Shepherd

When you **order followers that worship the same deity as you**, you can roll +WIS instead of +Loyalty.

Shield of Faith

As long as **you have Favor**, take +1 armor. If you aren't wearing any armor or carrying a shield, you instead have 2 armor. When **you spend Favor to reduce damage you have taken**, you instead reduce it by 1d6 points.

Smite Adversary

You deal +1d6 damage against your deity's adversaries, and your attacks gain the *agonizing* tag.

Suffer Not the Heretic

When you **discern realities**, the GM will tell you if any adversaries are nearby, even on a miss.

Warpriest

You ignore the *clumsy* tag when wearing armor.

Watch Over Us

When you or an ally **takes watch**, you can spend 1 Favor to take or have them take the 10+ result.

Only Mostly Dead

When you or a creature you see **takes its last breath**, you can spend one or more Favor to have the recipient roll +Favor Spent. In addition, on a 12+ the target's hit points are set to an amount equal to your cleric level.

Purge the Unclean

Requires: Hallowed Ground

When you **use turn adversary**, on a 10+ *near* enemies suffer 2d8 damage, and on a 7-9 they suffer 1d8 damage.

Sanctuary

Requires: Shield of Faith

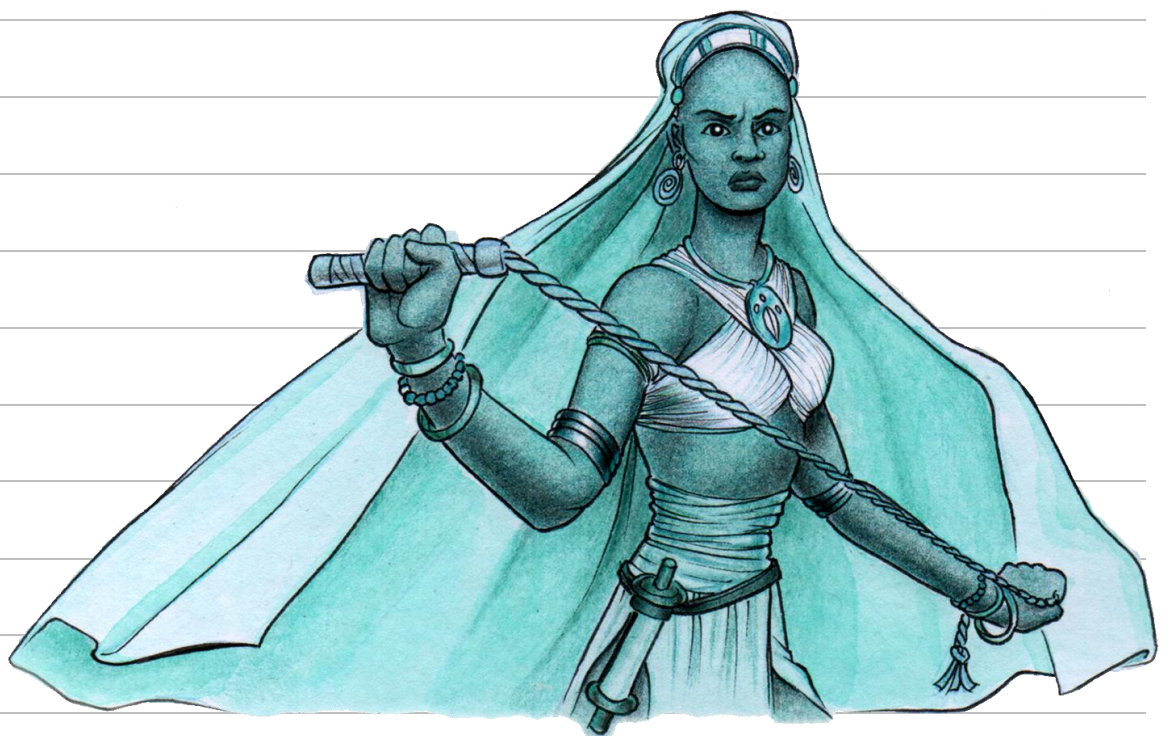
As long as **you have Favor**, you and all allies within arm's reach have +1 armor. You can also spend Favor to reduce the damage that allies take.

Spiritual Weapon

As long as **you have Favor**, you can conjure your deity's favored weapon. When you **hack and slash or volley with it**, you can roll +WIS.

The Lion's Den

When you **encounter your adversaries**, they cannot act to harm or impede you unless you harm or impede them first.



Rogue

"I know them. They live their lives in meaningless wandering, day to day, expecting to earn enough coin to feed this unending cycle. I know the others too, the ones who become richer and richer without moving a single finger, letting others do the tough jobs. Yet, there's one more thing that I know, and I know it well: the thrill of the chase when you grab the riches in one hand and try with the other to pry open the lock that will let you see the light of day once more."

Rogues are scoundrels, thieves, and burglars, and they excel at tasks other individuals consider below them.

NAME		LEVEL	
LOOKS		XP	
Strength STR		Dexterity DEX	
	Weak -1 <input type="checkbox"/>		Shaky -1 <input type="checkbox"/>
			Sick -1 <input type="checkbox"/>
Intelligence INT		Wisdom WIS	
	Stunned -1 <input type="checkbox"/>		Confused -1 <input type="checkbox"/>
			Scarred -1 <input type="checkbox"/>
ARMOR	HIT POINTS	DAMAGE	d6
	(Maximum 6+Constitution)		

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Origin

Choose your Homeland:

- Atisi
- Gotai
- Minal
- Mungo
- Javala
- Eiman
- Qatab

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Heritage/Origin Move

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Alignment

Choose an alignment:

- Lawful: Suffer a setback or loss by following your personal code of honor.
- Good: Suffer a meaningful personal loss by doing the right thing.
- Chaotic: Break the law to get what you want, or incite discord.
- Evil: Kill or harm the helpless or law-abiding for personal gain.

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Bonds

Ask the other players the following questions and write down who volunteered.

- * Who has something I want and won't part with it? What is it?
- * Who would make a great partner in crime?
- * Who saw me doing something illegal and didn't rat on me when they had the chance?
- * Who usually distracts my victims? Is that something she knows she does?

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Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), a dagger (hand, 1 weight), and 3d6 coins. Choose an additional weapon:

- A well balanced short sword (close, precise, 1 weight)
- 3 darts (thrown, near, 0 weight) and another dagger (hand, 1 weight)
- A sling(near, 0 weight) and a bag of stones (2 ammo, 1 weight)

Choose 2:

- Adventuring gear (5 uses, 1 weight)
- Thieves' tools (1 weight)
- 3 uses of poison (choose one type) and a vial of antitoxin

Select your Initial Move

Choose one of these to start with:

Mean Streets

You grew up on the streets, doing what it took to survive. You start with **dirty fighting**, and your maximum hit points are increased by 2. **Your area of expertise is picking pockets.**

Thieves' Guild

You joined a thieves' guild: so long as you regularly perform jobs for the guild, they'll provide you with food, shelter, and security. When you **complete a job for your guild leader**, mark XP and they'll reward you in some way. **Your area of expertise is opening locks.**

Treasure Hunter

You just wanted to find treasure and have fun. When you **discern realities**, you can ask the GM if there is any treasure for free, even on a miss. In addition, whenever you find treasure, you find something extra hidden away: the GM will describe it to you, and it is up to you to make it useful. **Your area of expertise is disabling traps.**

Extra Starting Moves

You also start with these moves:

Evasion

When you **use defend**, so long as you have plenty of room to move about and aren't encumbered, you can roll +DEX instead of +CON.

Sneak Attack

When an **ally deals damage to an enemy**, you take +1d4 damage forward against it using melee weapons. If you **aid** an ally in melee combat, on a 12+ you can deal your damage with a melee weapon instead of granting them +1 forward.

Stealthy

You have the *stealthy* tag. When you **find a place to hide**, as long as you remain still and quiet, no one will notice you unless they happen to stumble across your hiding place.

Tricks of the Trade

Choose an **area of expertise** that you didn't get from your **initial move**:

- * Disabling traps
- * Opening locks
- * Picking pockets

When you **use one of these skills**, roll +DEX. On a 10+, you get the job done. On a 7-9, there's an unforeseen complication or consequence—the GM will tell you what.

Advanced Moves

When you gain a level from 2–5, choose from these moves.

- Appraise
When you closely examine noteworthy treasure, you can ask the GM any one question about it. When you act on the answer, take +1 forward.
- Backstab
When using sneak attack, you instead deal +1d6 damage. When you aid an ally in melee combat, on a 10+ you can deal your damage instead of giving them +1 forward.
- Blend in With the Crowd
When you are surrounded by people, you can use stealthy to avoid notice and escape pursuers. Groups of people also don't impede your movement.
- Case the Joint
When you spend a while observing a location that you want to break into, roll +WIS. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 in addition to whatever the GM says. Spend hold, 1 for 1, to take +1 forward circumventing the location's defenses (guards, locks, traps, and so on).
- Chink in the Armor
Weapons with the *hand* and/or *precise* tags gain +2 piercing.
- Deadeye
You can use sneak attack with ranged weapons up to a range of near.
- Dirty Fighting
When you hack and slash, on a 12+ you can also deal your sneak attack damage to your target.
- Improved Evasion
When you use evasion, as long as you have hold, you have +1 armor ongoing.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

- Apothecary
Requires: Poisoner
When you have the time and materials, you can make any poison you've used before. You can also make antitoxin, herbs and poultices, and healing salve.
- Bleeding Wounds
Requires: Hamstring
When you deal damage with a melee attack, on a 12+ anyone who deals damage to the target rolls twice and uses the highest result until the creature has time to heal or bandage its wounds.
- Deadly Precision
Replaces: Backstab
When using sneak attack, you instead deal +1d8 damage. When you aid an ally in melee combat, on a 7+ you can deal your damage instead of giving them +1 forward.
- Feint
Requires: Dirty Fighting
When you defy danger against an attack, on a 12+ take +1 forward against your attacker.
- Fleeting Shadow
Replaces: Silent Stalker
When you use stealthy, you can move as quickly as you like without revealing yourself.
- Gaps in the Armor
Replaces: Chink in the Armor
Weapons with the *hand* and/or *precise* tags gain ignores armor.
- Sniper
Requires: Deadeye
You can use sneak attack when making a ranged attack up to far. In addition, on a 12+ no one knows where the attack came from.

- Fast Talk
When you spend a while conversing with someone, take +1 to parley with them or convince them to go along with a plan or suggestion of yours.
- Hamstring
When you hack and slash or volley, on a 12+ you also cripple one of the target's limbs in some way – describe how.
- Hit And Run
When you deal damage to an enemy, on a 10+ instead of dealing additional damage, you move to any location within reach.
- Poisoner
You ignore the *dangerous* tag when using poisons.
- Quick Fingers
When you use pick pocket, on a 7+ nobody notices that you took anything right away. In addition, when you hack and slash, on a 10+ you can also take something from your target without them realizing it.
- Scrubbing
When you pick a lock, on a 10+ you do it within seconds.
- Silent Stalker
When you use stealthy, you can move about slowly without alerting anyone.
- Trapfinder
When you discern realities, you can ask the GM if there are any traps for free, even on a miss. If there are traps, the GM will also reveal how they are triggered and their likely effects.

- Grab and Dash
Requires: Quick Fingers
When you use pick pocket, on a 7+ you're gone before anyone realizes that anything was taken. When you defy danger against an enemy within arm's reach, on a 10+ you can also take something from them without them immediately realizing it.
- Keymaster
Requires: Scrubbing
When you pick a lock, on a miss you still open the lock in addition to whatever the GM says.
- Lightning Reflexes
Requires: Improved Evasion
When an enemy would get the drop on you, you get to act first. In addition, when you use evasion hold +1, and on a miss you still hold 1.
- Skill Mastery
Choose an area of expertise: when you use it, roll 3d6 and choose the two highest results.
- Trap Defense
Requires: Trapfinder
When you defy danger against a trap, take +1 forward against it. If you suffer damage, roll twice and take the lower result. If you explain the effects of the trap, whoever listens also gains the benefits of this move against it.
- Opening Tap
Requires: Scrubbing
As long as you have something solid to hit it with, you can attempt to open a lock without any other tools, and on a 7+ you do it within seconds.



Select your Initial Move

Choose one of these to start with:

Circle of Initiates

You are a member of a group of sorcerers who are generally willing to help each other (or at least not hurt you). When you **parley with a member of your circle for aid**, take +1 forward. When you **take part in a ritual with the support of one or more coven members**, the GM will choose to reduce or eliminate one of the requirements.

Deal With The Devil

You gained your power at a price. Who – or what – was your source? What does it require in exchange? Either to continue your tutelage or keep tabs on you, you start with a **familiar**.

Mentor

You studied closely under a powerful sorcerer and benefit greatly from their experience. When you **examine a potion for a few minutes** you know exactly what it will do, and when you **spout lore about herbs and plants** take +1.

Extra Starting Moves

You also start with these moves:

Scholar

When you **spout lore about something no one else has any clue about**, take +1.

Apothecary

When you **have time to gather materials and a safe place to work**, make any combination of three of the following items for free:

- * Healing salve (3 uses, 0 weight)
- * A vial of antitoxin (0 weight)
- * Herbs and poultices (2 uses, slow, 1 weight)

Ritual

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will tell you:

- * What you will need
- * How long it will take
- * How long the spell or effects of the magic item will last
- * Any restrictions or limitations (specific time or place, must be used or activated in a specific way, etc.)

Conjure a spell

When you **invoke mystical forces to cast a spell within the limits of magic**, say what you intend to do and roll +INT. On a 10+, choose 1 below. On a 7-9, choose 2 below. On a 6-, mark XP and choose 1 below.

- * The spell tempts you.
- * The spell draws unwelcome attention or puts you in a spot. The GM will tell you how.
- * The spell disturbs the fabric of reality as it is cast – take -1 ongoing to conjure a spell until the next dawn.
- * The spell takes longer to cast than someone with proper tools and skills could produce the same effect.
- * The spell isn't as potent or doesn't last as long as you'd like.

When you **are tempted by a spell**, roll -Corruption. On a 10+ you shake off the temptation and take +1 forward to cast another spell. On a 7-9, you consider the temptation but resist, for now: take -1 forward when tempted by a spell again. On a 6-, mark XP as you cede to the temptation of power (take +1 Corruption) and roll 1d12 to see what kind of corruption affects you from now on (if you roll the same corruption twice, its effects are improved):

1. You need to drink blood once a day.
2. Plants wither around you.
3. You exhale a sulfuric odor.
4. Small horns grow on your head.
5. You grow a tail.
6. Fur or scales cover your body.
7. You can only talk by whispering, but you are more convincing: take +1 ongoing when trying to convince others to do your bidding.
8. You growl when nervous or excited, but you are more threatening: take +1 ongoing when trying to intimidate others.
9. Your canines become sharp fangs: your bite is treated as a weapon with the *precise* tag.
10. Your skin becomes albino and your hands turn into claws: your claws are treated as weapons with the *precise* and *piercing 1* tags.
11. Your tongue becomes forked: your bite is treated as a weapon with the *precise* and *venomous* tags.
12. Your eyes assume a red or golden tone and you become unable to discern colors, but you are now able to see in total darkness without trouble.

Limits of magic

There are a few things that a sorcerer can't do when conjuring a spell. Some of them are:

Divination: Oracles exist, but they are rare and imbued with powers no magic can replicate. This also means not even a single scroll can be simply identified or read (if it's written in a forgotten or unknown tongue) by using magical powers.

Artillery: Magic doesn't make a caster a weapon of mass destruction – flaming spheres and meteors are impossible to conjure.

Transport: Flying and teleportation are beyond the limits of magic. Even simple levitation is not able to cross chasms or prevent fatal falls.

Raise the dead: When someone dies, it's final, and no magic can change that. Some can still bargain when finding themselves before the black gate, but it's Death itself that may allow them to return, not a magic spell.

Creation: One cannot create something from thin air. You may propagate flames through the air, but you can't create them. The same applies to water and food. This ensures that exploration is dangerous, as the adventurers must think about their supplies.

Yet the means exist to produce higher magical powers that transcend these limits. One of them is using a ritual.

Advanced Moves

When you gain a level from 2-5, choose from these moves.

- Alternative Medicine**
When you **make camp**, one creature regains +1d6 hit points and takes +1 forward the following day.
- Logical**
When you **use strict deduction to analyze your surroundings**, you can discern realities with INT instead of WIS.
- Blood Magic**
When you **have a creature's blood**, take +1 forward to work your magic on them. If you **mark a debility when taking part in a ritual**, choose one:
 - * It will require fewer components.
 - * It will not take as long.
 - * The effects will last longer, or be more powerful than expected.
- Familiar**
You have a familiar that provides you with advice and information. Describe what it looks like, its personality, and how you got it. When you **spout lore**, take +1, and on a miss your familiar will seek out the answer in exchange for some of your blood: take 1d4 damage, ignoring armor. If your familiar dies, you can summon, craft, or bind a new one using **ritual**.
- Arcane Weapon**
When you **hack and slash or volley using magic**, use INT instead of STR or DEX, using an impromptu arcane weapon with the *hand, close, reach, thrown, and near* tags.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

- Mystical Strike**
Requires: Arcane Weapon
Your arcane weapon gains the 2 *piercing* tag.
- Brewmaster**
Requires: Herbalism
When you **brew a potion**, the effects of the potion are enhanced in some way—the GM will tell you how.
- Dark Matter**
Requires: Arcane Weapon
When you **attack with your arcane weapon**, on a 12+ dark tentacles pin your target to the ground, preventing them from moving more than a few meters.
- Summoning**
When you **call forth the minions of darkness**, roll +INT. On a 10+, you summon a lesser demon and choose 3. On a 7-9, you summon a shadow and choose 1.
 - * It's skilled: it has +2 instead of +1 to all stats when performing basic moves.
 - * It's stronger: 1d8 damage instead of 1d4 damage.
 - * Its bond to your plane is strong: it has 3HP for each level you have instead of 1HP for each level.
 - * It's a true servant: it'll follow your orders blindly instead of asking something in return.
- A Taste of Sin**
Requires: Corruption 1+
When you **hack and slash**, you may deal +Corruption damage to the target if you accept being **tempted by a spell**.

- Evil Eye**
When you **lock eyes** with a living creature, roll +CHA. On a 10+, the target remains paralyzed as long as you hold its gaze. On a 7-9, choose 1:
 - * You can't maintain the effect for long.
 - * Until you make camp, one of your eyes turn blind.
 - * You draw unwelcome attention or put yourself in a spot – the GM will tell you how.
- Herbalism**
When you **undertake a perilous journey through the wilderness**, the next time you make camp you can use the apothecary move.
- Necromancy**
When you **consult the spirits of the dead**, roll +CHA. On a 10+, the spirit will answer 3 questions for you about something they know or the immediate area. On a 7-9, the spirit answers 2 questions. On a miss, the spirit answers 1 question, but it will seek to do you harm later.
- Linguist**
When you **spend a few minutes studying a text written in an unknown language**, roll +INT. On a 10+, you understand the general idea of the text: take +1 forward when acting upon this information. On a 7-9, you misunderstand a few parts: the GM won't tell you what's true and what's not.
- Shadow Step**
When you are in an area of dim light or darker, you may walk into the shadows and appear in another connected dim or dark location up to *near* range.

- Moment of Foresight**
You notice the omens and signs of fate and destiny everywhere: when you **discern realities**, on a 10+ you can instead ask the GM any one question you wish.
- Master of Languages**
Requires: Linguist
When you **use linguist for an ancient text**, improve your result by one step: treat a 6- result as 7-9, and a 7-9 as a 10+.
- Soul Drain**
Requires: Arcane Weapon
When you **kill a target using your arcane weapon**, you heal 1d8.
- Soul Power**
Requires: Blood Magic
When you **kill a creature**, take +1 forward to conjure a spell. If you **sacrifice one or more intelligent creatures when using a ritual**, choose two:
 - * It will require fewer components.
 - * It will not take as long.
 - * The effects will last longer, or be more powerful than expected.
 - * You can do it anywhere or at any time.
- Wanna know how I got these scars?**
Requires: Corruption 1+
When you **curse someone with your own corruption marks**, say which one and roll +INT. On a 10+, the victim receives the mark permanently until she atones in some way. On a 7-9, the curse lasts until the next dawn. On a 6-, mark XP as you intensify that corruption in your body until the next dawn. Regardless of the result, you are now **tempted by a spell**.



Warden

“When I left home, I did it knowing someone else would take care of them. I believed that. It was the duty of the next protector while I followed the steps of those who walked the arduous path I decided to tread. One day, when I learn enough about the world, I’ll return there and once again take up the mantle of protector. Until then, I’ll do my best to become who I’m meant to be.”

Wardens are protectors who are able to defend their companions using their strength and their souls.

NAME		LEVEL	
LOOKS		XP	
Strength STR	Dexterity DEX	Constitution CON	
	Weak -1 <input type="checkbox"/>	Shaky -1 <input type="checkbox"/>	Sick -1 <input type="checkbox"/>
Intelligence INT	Wisdom WIS	Charisma CHA	
	Stunned -1 <input type="checkbox"/>	Confused -1 <input type="checkbox"/>	Scarred -1 <input type="checkbox"/>
ARMOR	HIT POINTS	DAMAGE	d8
	(Maximum 10+Constitution)		

Origin

Origin

Choose your Homeland:

- Kunla
- Qatab

Heritage/Origin Move

Heritage/Origin Move

Alignment

Alignment

Choose an alignment:

- Good: Protect the wilderness or its denizens in need.
- Lawful: Enforce the laws of nature.
- Neutral: Establish a form of long-term protection for an area of the wilderness.
- Chaotic: Undo the works of civilization, allowing the wilderness to reclaim a region.

Bonds

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who is weak compared to me and seeks extra protection from me?
- * Who have the spirits asked me to watch over? Why?
- * Who asked for my protection one too many times?
- * Who doesn't respect nature and is at odds with me?

Gear

Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight) and leather or bone armor (1 armor, worn, 1 weight). Choose a weapon:

- Maul (close, two-handed, forceful, awkward, +1 damage, 2 weight)
- Trident (reach, thrown [near], 1 piercing, 2 weight) and wooden shield (+1 armor, 2 weight)
- War axe (close, +1 damage, 2 weight) and a chakram (thrown [near], returnable, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Travel rations (5 uses, 1 weight) and poultices and herbs (2 uses, slow, 1 weight)
- 2 vials of antitoxin (0 weight) and bandages (3 uses, slow, 0 weight)

Select your Initial Move

Choose one of these to start with:

Mountainborn

You draw strength from the rugged mountains. Your Primal stat is **Constitution**. When you **spend hold from defend to redirect an attack to yourself**, reduce any damage suffered by your CON. When you **use defend**, as long as you are in contact with the ground you take +1 armor ongoing and are immune to the *forceful* tag.

Stormheart

You draw strength from turbulent storms. Your Primal stat is **Charisma**. When you **spend hold from defend to open up the attacker to an ally**, you can also use powerful winds to knock them to the ground. You start with *exposure to the elements*.

Wildblood

You draw strength from the primeval forests. Your Primal stat is **Wisdom**. When you **spend hold to halve an attack's effect or damage**, the target of the attack regains hit points equal to your WIS. When you **make camp**, *close* allies also gain the benefits of your **font of life** move, as well as **purifying font**, **wellspring of life**, and **renewal** if you have those moves.

Extra Starting Moves

You also start with these moves:

Font of Life

When you **make camp in the wilderness**, you regain an additional 1d8 hit points. You recover from debilities in three days whether or not you rest.

Primal Guardian

As a warden you have a stat called **Might**, which reflects a reservoir of primal energy that you draw from the wilderness around you. Your maximum **Might** is equal to your Primal stat. When you **make camp in the wilderness**, set your **Might** to its maximum value. You can spend 1 **Might** to choose an option:

- * When you **deal damage with a melee attack**, roll twice and choose the highest result.
- * Take +1 to **defy danger** using STR or CON.
- * Reduce damage you take by 1d4.
- * **Compel** an enemy *near* you to focus its attention on you (you can spend more than 1 **Might** to compel multiple enemies at once).

Spirit Sight

When you **discern realities**, you can ask the GM if there are any spirits nearby, even on a miss.

Commune With Nature

When you **commune with nature spirits**, roll +PRIMAL. On a 10+, they offer immediately useful information or guidance. On a 7-9, choose 1:

- * Their advice or information is cryptic.
- * They ask something of you in return – the GM will tell you if you must fulfill their request now or later.
- * You draw the attention of a hostile spirit.

Advanced Moves

When you gain a level from 2-5, choose from these moves.

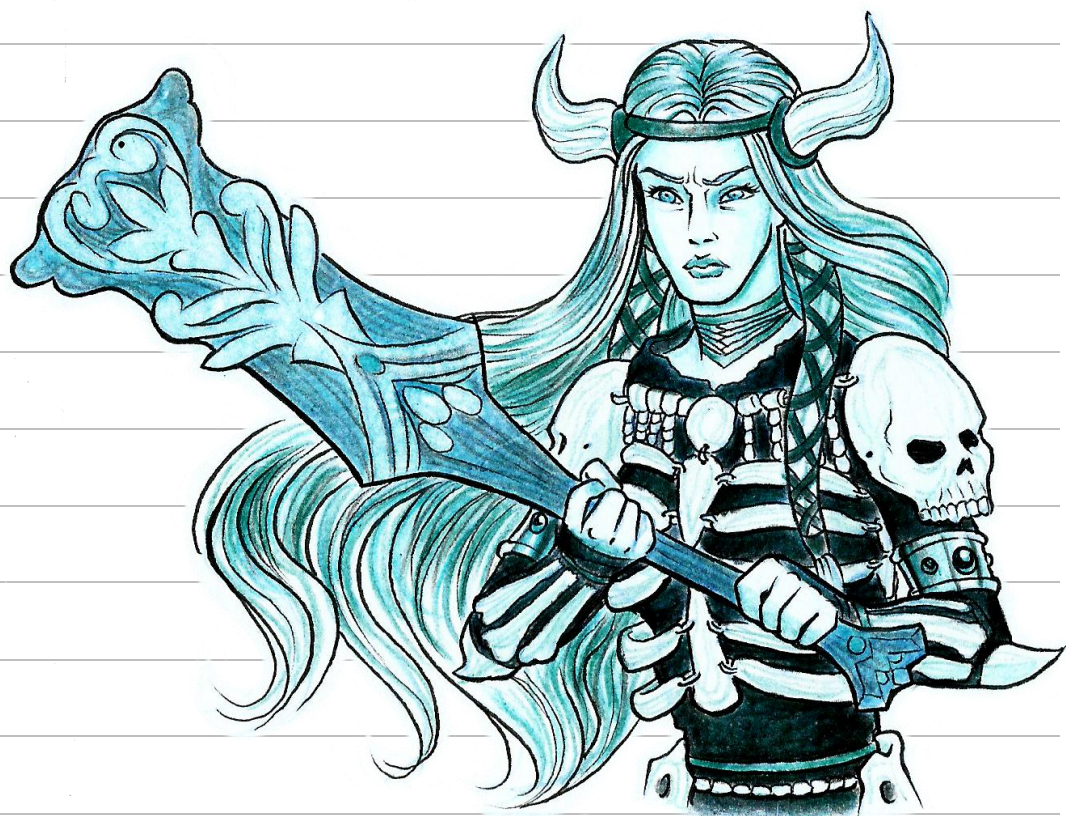
- Barkskin**
As long as **you have at least 1 Might**, you have 2 armor. When you **spend Might to reduce damage taken**, you instead reduce it by 1d6 points.
- Crushing Might**
As long as **you have at least 1 Might**, your melee attacks gain the *forceful* and *messy* tags.
- Unbound**
You can spend 1 Might to immediately break free of any physical or mental restraint.
- Entangling Roots**
As long as **you have at least 1 Might**, your melee attacks gain the *entangling* tag. You can spend 1 Might to cause roots and vines to emerge from a *near* area, trapping everything caught inside until they manage to escape.
- Force of Nature**
When you **spend hold from defend to deal damage to the attacker**, you deal additional damage equal to your Primal stat.
- Guardian Form**
When you **use defend and have at least 1 Might**, you can choose one:
 - * Your speed is greatly increased.
 - * You and the area *close* to you gain the *entangling*, *freezing*, *shocking*, or *windy* tag.
 - * You gain the *large* and *reach* tags.
 - * You gain a useful adaptation or ability.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

- A Good Day to Die**
As long as **you have less than your CON in current HP** (or 1, whichever is higher) take +1 ongoing.
- Devastating Might**
Replaces: Crushing Might
As long as **you have at least 1 Might**, your melee attacks gain the *forceful*, *messy*, and *+1 damage* tags. When you **spend Might to roll damage and take the higher result**, you instead inflict maximum damage.
- Enhanced Form**
Requires: Guardian Form
Choose two benefits while **guardian form** is active. You can choose to gain a tag or useful adaptation or ability twice.
- Turning Tables**
As long as **you have at least 1 Might when you defy danger**, on a 12+ you turn the danger back on itself, the GM will describe how.
- For the Blood God**
You are initiated in the old ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc.) value – gold, blood, bones, or the like. When you **sacrifice those things as per your rites and rituals**, roll +WIS. On a 10+, the GM will grant you insight into your current trouble or a boon to help you. On a 7-9, the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon. On a 6-, you earn the ire of the fickle spirits.

- Exposure to the Elements**
You can spend 1 Might to deal 1d6 damage to a *near* creature. You can also give it the *entangling*, *freezing*, *forceful*, or *shocking* tag as appropriate for the environment.
- Purifying Font**
You can spend 1 Might to cleanse yourself of a single poison or disease afflicting you.
- Ranger**
Natural terrain and its denizens will not impede or harm you in any way, unless you harm them first. When you **undertake a perilous journey**, if you choose the trailblazer role a 6- counts as a 7-9.
- Spirit Sentries**
Local spirits warn you of danger: you cannot be surprised.
- Warden's Shield**
When you **defend**, you may spend Might to gain additional hold, one for one (and trigger moves that require you to spend hold from defend). You must still be standing in defense of a person, item, or location.
- Wellspring of Life**
When you **make camp**, you regain all of your hit points or recover from a debility, your choice.
- Wind Warrior**
You can spend 1 Might to make the winds carry you to any *near* location. When you **dive upon an enemy**, take +1 forward.

- Renewal**
Replaces: Wellspring of Life
When you **make camp**, you regain all of your hit points and recover from all debilities. If you weren't missing any hit points or suffering from any debilities, you take +1 forward the next day.
- Stoneskin**
Replaces: Barkskin
As long as **you have at least 1 Might**, you have 3 armor. When you **spend Might to reduce damage taken**, you instead reduce it by 1d8 points.
- Thorny Vines**
Requires: Entangling Roots
As long as **you hold Might**, your attacks gain the *piercing* tag. When you **spend Might to cause roots and vines to emerge from a near area**, they can also be covered in thorns, dealing 1d6 damage to trapped creatures.
- Indomitable**
When you **suffer a debility**, take +1 forward against whatever caused it.
- Warden's Rampart**
Requires: Warden's Shield
When you **use defend**, you can protect everything *near* you. You can spend hold from defend to protect things that you could normally use defend on, otherwise you must spend Might.
- Watcher**
When you **discern realities in the wilderness**, you can ask one additional question, and on a miss you can still ask one question.



Warrior

"I know my enemies. I know they bleed, they suffer, they die. And I'm the one who'll give them that. I'm more than a fighter: I'm a warrior. I don't fight: I battle. The clash of weapons is my lullaby and I'm always ready to test my mettle. I know the odds and ends of combat to the point that they are second nature, and I show my prowess when the time comes that words are not enough to settle a conflict. I may not begin fights, but I'll surely end them."

Warriors are able fighters versed in many martial styles, becoming fearsome foes in battle.

NAME

LEVEL

LOOKS

XP

Strength
STR

Dexterity
DEX

Constitution
CON

Weak -1

Shaky -1

Sick -1

Intelligence
INT

Wisdom
WIS

Charisma
CHA

Stunned -1

Confused -1

Scarred -1

ARMOR

HIT POINTS

DAMAGE

d10

(Maximum 10+Constitution)

🏠

Origin

Choose your Homeland:

- Atisi
- Gotai
- Minal
- Mungo
- Kunla
- Kidhai
- Javala
- Eiman
- Qatab

🏠

Heritage/Origin Move

⚔️

Alignment

Choose an alignment:

- Neutral: Gain fame or renown.
- Good: Protect those weaker than yourself.
- Chaotic: Instigate conflict where conflict could have been avoided.

🏠

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who was saved by me in a life and death situation? Does she admit that?
- * Who always has my back in a fight if I need?
- * Who shares my lust for battle?
- * Who impressed me as a strong fighter? Does she know that?

🏠

Gear

Your load is 12+STR. You start with travel rations (5 uses, 1 weight) and scale armor (worn, clumsy, 2 armor, 3 weight). Choose your primary weapon:

- Halberd (reach, +1 damage, two-handed, 2 weight)
- Khopesh (close, +1 damage, 2 weight) and shield (+1 armor, 2 weight)
- Shortbow (near, 2 weight) and a quiver of arrows (3 ammo, 1 weight)
- A pair of shortsworda (close, precise, 1 weight)

Choose a backup weapon:

- Hand mace (close, 1 weight)
- Dagger (hand, 1 weight) and a throwing stick (close, thrown [near], -1 damage, 1 weight)
- Barbed spear (reach, thrown [near], 1 piercing, 1 weight)

Choose your supplies:

- Adventuring gear (5 uses, 1 weight) and 5 coins
- Poultices and herbs (2 uses, slow, 1 weight) and a vial of antitoxin (0 weight)
- Travel rations (5 uses, 1 weight) and bandages (3 uses, slow, 0 weight)

Select your *Initial Move*

Choose one of these to start with:

Glory

You want fame and fortune. When you **come across a dangerous opponent**, tell the GM what part of it you intend to keep, and take +1 forward to get it.

Protect

You want to protect others. Who have you saved? Who have you failed? When you **use defend to protect someone else**, a miss counts as a 7-9.

Survival

You were put in a situation – stranded in the wilderness, conscripted into an army, enslaved in a gladiatorial arena, or something else – where you had no choice but to either fight or die. When you **take your last breath**, you may roll +CON.

Extra Starting Moves

You also start with these moves:

Armored

You ignore the *clumsy* tag on armor you wear.

Battle-Ready

You can spend 1 use of adventuring gear to choose 1:

- * A weapon with the *close* tag
- * A weapon with the *hand*, *thrown*, and *near* tags

Combat Awareness

When you spend a few moments observing a creature's weaponry, whether natural or manufactured, the GM will tell you how much damage they deal and any associated tags. When you **discern realities during a fight**, take +1.

Weapon Specialization

Though you know how to use any weapon, choose a category you're most specialized with:

- * **Dual-Wielding:** When you **attack with two melee weapons**, roll twice and choose the higher result.
- * **Missile Weapons:** Your ranged attacks gain 2 *piercing*.
- * **Sword & Board:** When you **use defend while carrying a shield**, on a 7+ hold +1.
- * **Two-Handed:** When you **wield a weapon with the two-handed tag**, deal +1 damage.

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Exploit the Opening

When you **defy danger**, on a 10+ take +1 forward to hack and slash your attacker.

Iron-Clad

When you **wear armor with the clumsy tag**, gain +1 armor.

Keen-Eyed

Requires: Missile Weapon Specialization

When you **discern realities against a creature in combat**, on a 10+ you also take +1d4 damage forward against it. On a 7-9 you instead take +1 damage forward against it.

Know Your Enemy

When you **spout lore about a creature**, on a 7+ you also take +1 forward to defeat it.

Makeshift Armory

When you **have a short period of time (half an hour or so) and the necessary materials**, you can create a makeshift weapon, suit of armor, or shield. Choose an option from **battle-ready** or one of the following:

- * A weapon with the *two-handed* and *reach* tags
- * Crude armor (1 armor) or shield (+1 armor)

Piercing Shots

Requires: Missile Weapon Specialization

When you **volley against a target at near range**, deal +1d4 damage and the attack ignores the target's armor.

Second Specialization

Choose a **weapon specialization** that you don't have and gain the corresponding move.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

...is a Good Offense

Requires: The Best Defense...

When you **spend hold from defend to deal damage to your attacker**, deal +1d4 damage.

Cleave

When you **slay an enemy with a melee attack**, take +1 to hack and slash another enemy.

Devastating Strike

Requires: Two-Handed Weapon Specialization

When you **hack and slash with a two-handed weapon**, on a 12+ you act as if your class damage die rolled a 10. Any other bonus dice are still rolled.

Distracting Shots

Requires: Missile Weapon Specialization

When you **use ranged attacks to aid or hinder an ally**, you can roll +DEX instead of +BONDS. If the weapon uses ammo, you must mark off 1 ammo.

Field Smith

Requires: Makeshift Armory

Add the following to the list of choices you can make with **makeshift armory**:

- * A weapon with the *close* and *+1 damage* tags
- * A weapon with the *two-handed*, *reach*, and *+1 damage* tags
- * Serviceable armor (2 armor), or crude armor (1 armor) and a shield (+1 armor)

Like a Second Skin

Replaces: Iron-Clad

When you **wear armor with the clumsy tag**, gain +2 armor. You also ignore the weight of any armor you wear.

Mighty Slayer

Replaces: Slayer

Melee attacks you make with a *two-handed* weapon deal +1d8 damage and gain the *messy* and *forceful* tags.

Walk It Off

You recover from debilities within three days, whether or not you rest.

Press the Attack

Requires: Dual-Wielding Specialization

When you **hack and slash with two melee weapons**, take +1 forward to hack and slash the same target.

Rampart

Requires: Sword & Board Weapon Specialization

When you **have hold from defend and are carrying a shield**, take +1 armor ongoing.

Shattered Shield

Requires: Sword & Board Weapon Specialization

When you **are struck by a physical attack**, you can instead use your shield to absorb the brunt of it: the shield is destroyed, but you take no damage.

Slayer

Requires: Two-Handed Weapon Specialization

Attacks you make with *two-handed* weapons deal +1d4 damage and gain the *messy* tag.

Strong Hands

When you **use aid or hinder**, if your strength is a factor you can roll +STR instead of +BONDS.

Sundering Blows

Requires: Two-Handed Weapon Specialization

Attacks you make with a *two-handed* weapon gain 1 *piercing*. When you **hack and slash with a two-handed weapon**, on a 12+ the target's armor is reduced by 1 until they have time to heal or repair the damage.

The Best Defense...

Requires: Sword & Board OR Dual-Wielding Weapon Specialization

When you **spend hold from defend to reduce damage while wielding two weapons or carrying a shield**, reduce it by an additional 1d4 points.

Precise Aim

Replaces: Piercing Shots

When you **volley against a target that is at near range**, on a 10+ deal your damage and choose one:

- * Your shot strikes true – deal +1d6 damage.
- * Your shot disorients or stuns the target – you or an ally take +1 against them.
- * Your shot strikes one of the target's limbs – it does not function normally until they have time to heal it.

Protector

Requires: Rampart

When you **have hold from defend and are carrying a shield**, allies within arm's reach of you gain +1 armor.

Rapid Shot

Requires: Missile Weapon Specialization

When you **volley**, on a 10+ you can throw another weapon or spend 1 ammo to roll your damage twice and use the highest result, or deal your damage to another target.

Shield Mastery

Requires: Sword & Board Specialization

When you **use defend while carrying a shield**, hold +1. On a miss you still hold 1, and on a 12+ you hold 5.

Well-Rounded Warrior

Requires: Second Specialization

Choose a **weapon specialization** that you don't have and gain the corresponding move.

Twin Strike

Requires: Press the Attack

When you **hack and slash with two melee weapons**, on a 7+ you can deal +1d6 damage to your target or 1d8 damage to another enemy you can reach.

Whirlwind Attack

Requires: Two-Handed Weapon Specialization

When you **hack and slash while wielding a two-handed weapon**, on a 12+ you deal your damage to every enemy you can reach.

