

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.

