

NAME




LOOK

Dwarf: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq
Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian
Halfling: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca
Human: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

Hard Eyes, Dead Eyes, or Eager Eyes
 Wild Hair, Shorn Hair, or Battered Helm
 Calloused Skin, Tanned Skin, or Scarred Skin
 Built Body, Lithe Body, or Ravaged Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

DRIVE

What drives you to adventure? Choose one:

- GAIN POWER OVER OTHERS
Kill a defenseless or surrendered enemy.
- MASTER YOURSELF
Defeat a worthy opponent.
- PROTECT THE WEAK
Defend those weaker than you.

STARTING MOVES

You start with these moves:

ARMOR MASTERY

You ignore the *clumsy* tag on armor you wear. When you **make your armor take the brunt of damage dealt to you**, the damage is negated, but the armor value of your armor or shield (your choice) is reduced by 1 until you spend an hour or so mending it. If this reduction leaves the item with 0 armor, it is irreparably destroyed.

WALL OF STEEL

When an enemy you are engaged in melee with makes a move against anyone other than you, you may attempt to stop them. **If you do so**, roll +STR. **On a 10+**, the move is cancelled—their attack is blocked, their escape route cut off, their spell interrupted, etc. **On a 7-9**, you intercept their move—rather than who they were originally aiming for, they hit you.

SIGNATURE WEAPON

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You must master it as you master your life. Your weapon, without you, is useless. You must wield your weapon true.

Your weapon is 2 weight. **Choose one or two from each list** to describe your weapon:

- *Ancient, Bloodstained, Crude, Engraved, Ornate, Sinister, Unblemished*
- *Axe, Club, Flail, Hammer, Knife, Mace, Spear, Sword, Pick*

Choose the range that best fits your weapon: *hand, close or reach.*

Choose two enhancements for your weapon:

- *Sharp:* +2 piercing
- *Perfectly-weighted:* +precise
- *Serrated edges:* +1 damage
- *Hooks and spikes:* +1 damage, but +1 weight
- *Glow* in the presence of one type of creature (your choice)
- *Huge:* +messy and +forceful
- *Versatile:* choose an additional range
- *Well-crafted:* -1 weight

BACKGROUND

Choose a race, then choose what you used to do:

- BRAVO
When you **are attacked by an enemy**, you deal +1 damage forward against them.
- DUELLIST
Choose one weapon—**while you wield it or any like it**, you may use Wall of Steel with +DEX instead of +STR.
- SOLDIER
When you **share a drink with someone**, you may Parley with them using +CON instead of +CHA.

BONDS

Fill in the name of one of your companions in at least one:

_____ owes me their life, whether they admit it or not.
 I have sworn to protect _____.
 I worry about _____'s ability to survive in battle.
 _____ is soft, but I will make them hard like me.



THE FIGHTER

LEVEL

XP

GEAR

Your Load is 12+STR. You carry your signature weapon, scale armor (2 armor, worn, clumsy, 3 weight), a shield (+1 armor, 2 weight) and dungeon rations (5 uses, 1 weight). Choose one:

- 2 healing potions (0 weight)
- Adventuring gear (5 uses, 1 weight) and 22 coin
- Poultices and herbs (2 uses, slow, 1 weight), 1 antitoxin (0 weight), dwarven hardtack (7 uses, 1 weight) and halfling pipeleaf (6 uses, 0 weight)

Record your signature weapon here:

ADVANCED MOVES

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

BEND BARS, LIFT GATES

When you **use pure strength to destroy an inanimate obstacle**, roll+STR. **On a 10+**, choose 3. **On a 7-9**, choose 2:

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

BLACKSMITH

When you **have access to a forge**, you can graft the powers of a magical weapon onto your signature weapon. This process destroys the magical weapon, and your signature weapon gains its powers instead.

IMPROVED WEAPON

Choose one extra enhancement for your signature weapon.

INTERROGATOR

When you **Parley using the threat of impending violence as Leverage**, you may roll+STR instead of +CHA.

IRON HIDE

Any armor you wear gives +1 armor and weighs nothing.

MERCILESS

When you **fight to kill, without holding anything back**, deal +1d4 damage.

MULTICLASS DABBLER

Choose one move from another class. Treat your level as one lower for the purpose of choosing that move.

PREDATOR INSTINCTS

When you **roll a 12+ on Wall of Steel**, they are more than just thwarted by you—they give you an opening. Disarm them, cripple them or deal your damage to them, your choice.

SEEING RED

When you **Discern Realities during combat**, take +1.

STRENGTH OF TEN

Every attack you make has the *forceful* tag, and every mêlée weapon you wield has the *thrown* and *near* tags.

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

ARMORED PERFECTION

When you **make your armor take the brunt of damage dealt to you by an enemy**, you can deal damage to your attacker equal to your level.

BLOODTHIRSTY

Replaces: Merciless

When you **fight to kill, without holding anything back**, deal +1d8 damage.

DEFT FOOTWORK

When you **are in or closing in to mêlée combat**, take +1 to Defy Danger.

DIAMOND HIDE

Replaces: Iron Hide

Any armor you wear gives +2 armor and weighs nothing. Additionally, you ignore the *piercing* tag on attacks made against you.

EVIL EYE

Requires: Seeing Red

When you **enter combat**, roll +CHA. **On a 10+**, hold 3. **On a 7-9**, hold 1. Spend your hold one-for-one to make eye contact with an NPC, who freezes or flinches and can't act until you break it off. **On a miss**, your enemies immediately identify you as their biggest threat.

MULTICLASS INITIATE

Requires: Multiclass Dabbler

Choose one move from another class. Treat your level as one lower for the purpose of choosing that move.

SHARP EYES

When you **look over an enemy's weaponry**, ask the GM how much damage they do.

STRENGTH OF A HUNDRED

Requires: Strength of Ten

Anyone you carry counts as 1 weight no matter how much they weigh or carry themselves, and anyone you pick up has the *thrown* and *near* tags. Additionally, you will always win one-on-one contests of strength.

SUPERIOR WARRIOR

When you **Hack and Slash, on a 12+**, you deal your damage, avoid their attack, and impress, dismay, or frighten your enemies.

THROUGH DEATH'S EYES

When you **go into battle**, roll+wis. **On a 10+**, name an NPC who will live and one who will die. **On a 7-9**, name one or the other. The GM will make your vision come true, if it's even remotely possible. **On a miss**, you see your own death: your enemies deal +1 damage ongoing against you throughout the battle.