

NAME

LOOK

Human: Arthur, Gwenivere, Hadrian, Logan, Lucia, Octavia, Regulus, Valeria, Viktor
Elf: Augustine, Cassius, Celeste, Magiere, Sanguinus, Sayas, Thaddeus, Titanius, Yamaxanadu
Dwarf: Ciaphas, Erdas, Gressa, Holt, Ibram, Kerry, Kovacs, Lux, Ogram, Petrov, Tyrae

Harsh Eyes, Fiery Eyes, or Glowing Eyes
 Helmet, Styled Hair, or Bald
 Worn Holy Symbol or Fancy Holy Symbol
 Fit Body, Bulky Body, or Iron Body

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

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|----------------------------------|-----------------------------------|----------------------------------|-------------------------------------|--------------------------------------|-------------------------------------|
| 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 |

ALIGNMENT

- LAWFUL**
Deny mercy to a criminal or unbeliever.
- GOOD**
Endanger yourself to protect someone weaker than you.
- EVIL**
Disregard casualties in pursuit of your objective.

STARTING MOVES

IT'S NOT THEM YOU SHOULD BE AFRAID OF

When you **are at an ally's back and they flounder**, you can give them some "encouragement." You can Aid an ally with any action as long as they can hear you threatening them. If you are also close enough you could hurt them, take +1 to your Aid roll.

ARMORED

You ignore the clumsy tag on armor you wear.

I AM THE LAW

When you **give an NPC an order based on your position of power**, roll+CHA. **On a hit**, choose how they respond:

- Do what you say
- Back away cautiously, then flee
- Attack you

On a 10+, you also take +1 forward against them. **On a miss**, they do as they please and you take -1 forward against them.

INQUISITION

When you **and an NPC have a private chat**, roll+CHA. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a 6-**, hold 1, but the NPC will try to run away or attack you. Spend your hold 1 for 1 on the following:

- You find out who they work for and why.
- You find out their goal and how far they'll go to get it.
- You find out if they intend to harm anyone, and if so, who.
- You find out if they are hiding something, and if so, what.

After hearing their answers, you can put serious pressure on them for more - break some bones, threaten loved ones, or something similar. If you do, take +1 hold, but the NPC will never want anything to do with you ever again.

UNRELENTING

When you **are in no condition to continue but do so anyway**, roll +CON. **On a 10+**, choose both. **On a 7-9**, choose one. **On a miss**, choose one, but your condition worsens significantly: you take 1d8 damage as you push yourself beyond your limits.

- You ignore your debilities and injuries until the moment before you accomplish your immediate goal. Until then, you take action as if you were perfectly fine.
- You stay standing and will not fall. One ally of your choice gets +1 ongoing as long as you stay standing.

When you **hit 0 HP while you are Unrelenting**, you keep going and do not take your Last Breath until you fall or your goal is accomplished, whichever comes first.

When you **die while you are Unrelenting**, take +1 to your Last Breath.

RACE

- HUMAN**
You tend to ignore wounds you shouldn't. When you **suffer a debility**, you may take 2 damage to take +1 forward to your next roll using that stat.
- ELF**
You cling to life with sheer willpower. You roll +WIS instead of +CON when using Unrelenting.
- DWARF**
You're tough, so tough it's scary. You roll +CON instead of +CHA when using Inquisition.

BONDS

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

_____ 's misguided behavior could be a problem.

_____ ratted out a heretic. I can trust them.

_____ is suspicious. I've put them on my list.

I want to take _____ under my wing.

I won't take any flak from _____. They need to know their place.



THE TEMPLAR

LEVEL

XP

GEAR

Your Load is 12+STR. You start with dungeon rations (5 uses, 1 weight), 3 sets of manacles (1 weight each), and some mark of faith, describe it (0 weight).

Choose your armament:

- Short sword (Close, +1 damage, 1 weight) and flintlock pistol (Near, reload, unreliable, +1 damage, 1 weight) with 3 ammo
- Long sword (Close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

Choose your armor:

- Templar's armor (2 armor, clumsy, 3 weight)
- Inquisitor's overcoat (1 armor, 1 weight) and healing potion

Choose two:

- Adventuring gear (5 uses, 1 weight) and antitoxin
- Dungeon rations (5 uses, 1 weight) and bandages (3 uses, 0 weight)
- Spare Dagger (Hand, thrown, 1 weight) and 5 coin
- Spare Pistol (Near, 1 use, +1 damage, 1 weight) with 3 ammo

ADVANCED MOVES

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

BLOODY AEGIS

When you **take damage**, you can grit your teeth and accept the blow. If you do, you take no damage but instead suffer a debility of your choice. If you already have all six debilities, you can't use this move.

CHARGE!

When you **lead the charge into combat**, those you lead take +1 forward.

COMBAT INQUISITION

You may use the Inquisition move on an enemy while you fight them.

HERETICAL DABBING

Take one move from the Thief or Ranger class list.

HOLY SCRIPTS

Choose one move from the Priest class list.

PROFESSIONAL COURTESY

You and Death have an understanding. When you **take your Last Breath**, take +1. When **an ally takes their Last Breath while you are close enough to rush to their side**, you can Aid with their Last Breath roll. Be warned: Death will try to rope you into any bargains involving your comrade.

SMITE

While you are Unrelenting, you deal +1d4 damage.

THERE IS NO WAR IN BA-SING-SEI

Add the following option to the Inquisition move list:

- The NPC will willfully ignore all evidence that an event of your choice ever happened.

UNFAILING COMMITMENT

While you are Unrelenting, you get +1 armor and gain +1 hold when you Defend.

VOICE OF AUTHORITY

You gain followers. You have 3 of them at any given time, and they are all Hirelings with +2 Loyalty, no skills, and Cost: Blind Religious Fervor. Should any of them die, you get replacements the next time you visit a holy temple of your order.

WHO TOLD YOU TO STOP

When you **Aid an ally**, you push them beyond their limits. **On a 7-9**, your ally may mark a debility to select one of the following options. **On a 10+**, they may mark a debility to select two of the following options.

- They take +3 Armor forward.
- They deal +1d6 damage forward.
- They heal 2d6 damage.
- They ignore a debility, effect, or condition for a short while.

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

EVER ONWARD

Replaces: Charge!

When you **lead the charge into combat**, those you lead take +1 forward and +2 armor forward.

EXTERMINATUS

When you **speak aloud your promise to defeat an enemy or specific group of enemies**, you deal +2d4 damage against them and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

INDOMITABLE

When you **suffer a debility (even through Bloody Aegis)**, take +1 forward against whatever caused the debility.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

NEVER BACK DOWN

Requires: Unfailing Commitment

When you **Defend and get a result of 12+**, instead of gaining hold, the attacker is simply held off, no matter the odds. In addition, they fear you - you gain +1 forward against them.

RALLYING POINT

When you **Defend**, any allies who also commit to defending with you gain 1 hold each. They can spend this hold at any time to give +2 armor forward to an ally or to whatever is being defended.

SHINING BEACON

Change the second option of Unrelenting to the following:

- You stay standing and will not fall. Your allies gets +1 ongoing as long as you stay standing. If you hit 0 HP, you keep going and do not take your Last Breath until you fall or your goal is accomplished, whichever comes first.

TO HELL WITH YOU

Replaces: Smite

While you are Unrelenting, you deal +1d8 damage.

UNQUESTIONED AUTHORITY

Requires: Voice of Authority

Take +1 to order hirelings. When you roll a 12+, the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.