

NAME




LOOK

Names: Etauwien, Acirebwyn, Agralide, Sorennon, Astilille, Adwoldan, Wythien, Thaof
Caerwe, Jorek, Cirameth, Prardovudd, Onithiel, Riresh, Oliravia, Olaliwyr, Hova, Dimitri,
Oscar, Nishan

Unforgiving Eyes, Troubled Eyes or Eyes Set On Glory
Gore-Matted Hair, Oddly Colored Hair or Armored Helm
Signature Armor or Superior Garb Of A Great Mind
A Body Clad In Armor or A Body Marked By A Hard Life

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

ALIGNMENT

CHAOTIC
Reveal hypocrisy.

NEUTRAL
Defeat a foe stronger than yourself.

EVIL
Punish others who would deny you the respect you deserve.

STARTING MOVES

FORGOTTEN BY DESTINY

You have spent your life dreaming of the day when you would become an exalted hero, saving the world from utter ruin and fulfilling prophecies. However, the acrimonious truth is that you are unseen by the threads of destiny and are cursed to be forever forgotten. You lie to yourself and promise to do great things, but almost mockingly; it never goes that way. Any time you are entitled to glory and recognition from deeds you have performed, somehow every time, it slips through your fingers and is given to others or 'sheer luck' is accredited.

NOT EVEN DEATH CARES

Such is the ignorance of the universe toward you, that Death himself isn't aware he is supposed to collect your soul upon death. A Last Breath result of 5 or 6 counts as a 7-9.

SOURD SOUL

Your disposition in life has made you bitter to the core. A list of flaws:

- Hateful** (required: a generally nasty attitude towards others who you dislike)
- Envious** (required: to strive to outdo others)
- Compulsive Liar** (forbidden: telling the truth when it would inconvenience you)
- Thief** (required: stealing)
- Prideful** (required: asserting superiority)
- Merciless** (forbidden: ever showing compassion or kindness)

For each flaw you chose above, choose one of the following boons:

- Determined**: +1 Load
- Untiring**: You are immune to Stun damage.
- Knowledgeable**: +1 to all Spout Lore rolls.
- Perceptive**: +1 to all Discern Reality rolls.
- Occasional Luck**: Reroll any one dice per session.
- Durable**: +2 Max HP

GLORY STEALER (STR OR DEX)

Your thirst for recognition overpowers you in the midst of battle, making sure that your next attack is more flashy and impressive than any of your allies could muster. Roll +STR if you attack with a melee weapon or +DEX if you attack with a range weapon. On 10+, you deal damage equal to 1+ the last damage dealt by any of your allies to your target. On 7-9, as above, but you pay for showing off through retribution or distraction. If at the end of a session, you mark xp for the question "Did we overcome a notable monster or enemy?" you may mark an extra xp if the foe overcame was one hit by this move.

DISPOSITION

IN REGARDS TO YOUR 'PROBLEM,' HOW DO YOU FARE?

THE WORLD HAS WRONGED ME
Your endless disgust for the world and all in it stems from your believes that everyone in the land and cosmos alike is laughing at you. Choose three flaws from the Soured Soul options.

HESITANT ACCEPTANCE
You have learned of the blindness all things and have accepted it, having passing moments of resentful reflection on your lack of place in the universe. Choose one or two flaws from the Soured Soul options.

IN DENIAL
You ignore all of your misfortunes and adventure on as the proud noble hero you believe you are. You may take up one flaw from the Soured Soul option.

BONDS

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

_____ knows how important I am.

It's completely unfair how much recognition _____ gets. I should have that glory.

I am stronger than _____ and they know it.

_____ would make a worthy rival.

THE FATELESS HERO

LEVEL
XP

GEAR

Your load is 10+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your defenses:

- Custom fitted armor (2 armor, worn, 3 weight)
- Light combat armor (1 armor, worn, 1 weight) and a stolen shield (+1 armor, 1 weight)
- A sharp mind (+1 Intelligence) and a deep pocket (50 coins)

Choose your weapon:

- Relic sword (close, +2 damage, 2 weight)
- Dueling rapier (close, piercing 1, precise, 2 weight)
- Spear (reach, thrown, near, 1 weight) and a shiv (hand, 1 weight)

Choose two:

- 50 coins
- 2 Healing potions (0 weight)
- 8 throwing daggers (thrown, near, 0 weight)
- Hunter's bow (near, far, 1 weight) and a bundle of arrows (ammo, 3 uses, 1 weight)

ADVANCED MOVES

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

SEETHING HATRED

When you open yourself up on a 10+ roll of Hack and Slash, you instead do +1d10 of damage instead of a 1d6.

FURTHER FLAWED

Choose an extra flaw and an extra boon.

HORRIFIC LUCK

Whenever you fail a roll, you can choose to make the outcome twice as worse and mark two xp instead of one and the GM will tell you how it gets worse.

RELENTLESS DETERMINATION

Ignore forceful, messy and piercing tags of enemy's attacks.

EASILY FORGETTABLE

You have begrudgingly learned to utilize your unique situation to have anyone forget about you. After encountering a NPC, you may roll +WIS. *On a 10+ they completely forget encountering you. *On a 7-9 they remember encountering you, but only recall one feature about you, (a name, face, what you are wearing ect) left up to the GM's choice.

I'LL PROVE MY WORTH

Whenever you use the Bolster move, you gain 2 more preparation than you normally would.

YOUR WEAPONS CANNOT HARM ME

Gain +2 armor.

YOU MAY HAVE BEATEN ME THIS TIME

Whenever you lose a fight and flee, mark an xp.

BITTER AND BRUISED

Whenever you take 6 or more damage from a single attack, hold 2. This hold can be spent on the Defend Basic Move.

NOTHING CAN STOP ME

Whenever you enter a dangerous situation, gain hold equal to the amount of flaws you have. This hold can be spent on the Defend Basic Move.

MULTICLASS DABBER

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

WHY ME?

Whenever something truly horrible happens to you, get a +1 forward to your next roll.

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

UNDYING

You roll +CON for Last Breath rolls.

CURSED ARSENAL

You come into possession of a truly cursed weapon. You gain the Fighter's Signature Weapon move. If the weapon ever leaves your side, it magically appears at your side again. However, this weapon brings out the worst in you; choose an extra flaw but not an extra boon.

IS THIS WHAT I HAVE BECOME?

Remove one flaw but keep the boon.

ARE YOU A WORTHY FOE?

Whenever you enter single combat against a strong opponent, you gain a +3 forward to your next roll.

A COMPANION OF MY OWN

You gain a hireling with a 4 point build to spend in any way you choose. If this underling is ever killed, it is replaced by another in the following session.

AN UTTERLY UNREDEEMABLE PERSON

Requires: Furthered Flaw

Choose an extra flaw and an extra boon.

NONE AS GREAT AS I

The damage you deal with Glory Stealer is double the damage instead of dealing damage equal to 1+ the last damage rolled by any of your allies to your target.

THIS TIME WILL BE DIFFERENT

Requires: You may Have Beaten me This Time and Bitter And Bruised

Whenever you enter a fight with an enemy that you have been humbled by before, hold 2.

TIRELESS PURSUIT

You never need to rest except for when a move warrants or requires it.

MULTICLASS MASTER

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

FEARSOME WARRIOR

Increase your damage dice to a d10.