

NAME




Male: Names
Female: Names
Wildcard: Names

LOOK

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
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

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

DRIVE

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

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 can mend it. If this reduction leaves the item with 0 armor, it is irreparably destroyed.

BATTLE INSTINCTS

When you confront a worthy foe, roll +STR. *On a 10+, hold 3. *On a 7-9, hold 1. Spend 1 hold at any time to do one of the following:

- Negate a move made by your worthy foe as it is made
- Discover a way to exploit the environment to your advantage
- Discover a previously unknown weakness of your worthy foe
- Discover a previously unknown strength of your worthy foe

BEND BARS LIFT GATES

When you use pure strength to destroy or surpass an inanimate obstacle that others cannot, roll +STR. *On a 10+, choose 3. *On a 7-9, choose 1.

- It doesn't take a very long time
- Nothing of value is damaged
- You don't attract attention
- You can fix the thing again without a lot of effort

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 master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true. Your weapon is 2 weight.

Choose 1 or 2 from each list to describe your weapon

- Ancient, Blood-stained, Crude, Inscribed, Marked, Ornate, Sinister, Unblemished
- Axe, Club, Fists, Flail, Hammer, Knife, Spear, Sword, Whip

Choose the range that best fits your weapon: Hand, Close, or Reach

Choose 2 Enhancements for your weapon

- Hooks and spikes: +1 damage, but +1 weight
- Sharp: +2 piercing
- Perfectly weighted: Add *precise*
- Serrated edges: +1 damage
- Glows in the presence of one type of creature, your choice
- Huge: Add *messy* and *forceful*
- Versatile: Choose an additional range
- Well-crafted: -1 weight, +10 value

BACKGROUND

DIRT FARMER

You started out humble and in the muck before you lived a life of battle and adventure. Whenever you use Battle Instincts in the presence of simple folk they will do what they can to help.

GRAND DUELIST

You were trained by the best in single combat to flourish and parry like no other. Choose one weapon – while you wield it or any like it, you may use Battle Instincts using +DEX instead of +STR.

RETIRED SOLDIER

You don't fight for anyone but yourself now, but that didn't used to be the case. When you share a drink with someone, you may Parley with them using +CON instead of +CHA.

BONDS

Fill in the names 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 the ability of _____ to survive when danger presents itself.

_____ is soft, but I will make them hard like me.

_____ has a hidden talent for battle, and I will see to it they realize it.

I will find the great way to outdo _____.



GEAR

Your load is 12+STR. You start with your signature weapon and dungeon rations (5 uses, 1 weight)

Choose your defenses:

- Chainmail (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)
- Scale Armor (2 armor, 3 weight)

Signature Weapon:

-
-
-

Choose one:

- A Mentor's Armor Scrap
- A Scroll of Great Heroes

Choose two:

- 2 Healing Potions
- Shield (+1 armor, 2 weight)
- 2d6 Coin
- Antitoxin, dungeon rations (5 uses, 1 weight), and poultices and herbs (2 uses, slow, 1 weight)

ADVANCED MOVES

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

WEAPON MASTERY

Anything you pick up can be used as a weapon for Hack & Slash. Determine a range appropriate for its length.

BLACKSMITH

When you have access to a forge, you can graft the aspects and enhancements of a plundered weapon onto your signature weapon. This process destroys the plundered weapon.

HEIRLOOM

When you meditate on the history and past warriors who have held your signature weapon, it will give you some small insight into your current situation, and might spur you to ask questions of yourself in return, roll +CHA. *On a 10+, the GM will give you good detail. *On a 7-9 the GM will give you an impression.

IMPROVED WEAPON

Choose on extra enhancement for your signature weapon.

INTERROGATOR

When you Parley with threats of impending violence as leverage, you may use STR instead of CHA.

IRON BODY

You are hardened inside and out. You can subsist on things other men would become sick or weakened from, and non-fatal wounds heal faster and scar in a fashion you desire, giving you +1 armor.

MERCILESS

When you deal damage, deal +1d4 damage.

MULTICLASS DABBLER

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

PREDATOR INSTINCTS

When you gain hold from Battle Instincts, you always know where your foe is while still seeking their demise one way or another.

SEEING RED

When you Discern Realities during combat, you can sometimes glimpse the future of your possible death. Gain +1 forward to any Death's Door rolls in the present combat.

YOU CANNOT HIDE

Add the following option to the Battle Instincts move: Deal your damage to an enemy standing between you and your foe.

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

ARMORED PERFECTION (*REQUIRES: BLACKSMITH*)

When you have access to a forge, you can graft the aspects and enhancements of a plundered piece of armor onto your own armor. This process destroys the plundered armor.

BLOODTHIRSTY (*REQUIRES: MERCILESS*)

When you deal damage, deal +1d8 damage.

DEFT FOOTWORK (*REQUIRES: SEEING RED*)

When you are in or closing into melee combat, you gain +1 forward to Defy Danger.

EVIL EYE

When you enter combat, roll +CHA. *On a 10+ hold 2. *On a 7-9 hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a miss, your enemies will immediately identify you as their biggest threat.

EYE FOR WEAPONRY

When you look over an enemy's combat capabilities, ask the GM what one of their moves is, and how much damage they do.

MULTICLASS INITIATE

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

STEEL BODY (*REQUIRES: IRON BODY*)

You are hardened inside and out. You can subsist on things other men would become sick or weakened from, can go weeks without sustenance, and non-fatal wounds heal faster and scar in a fashion you desire, giving you +2 armor.

SUPERIOR WARRIOR

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

SHATTERING RIPOSTE

When you are injured by an enemy, you may immediately deal damage equal to your level to them or shatter their defenses significantly in return.

THROUGH DEATH'S EYES

When you go into battle, roll +WIS. *On a 10+, name someone who will live and someone who will die. *On a 7-9, name someone who will live or someone who will die. Name NPC's, not player characters. The GM will make your vision come true, if it's even remotely possible. On a miss, you see your own death; take -1 ongoing throughout the battle.