



EQUIPMENT

MAX LOAD (12+STR)



NOTES

FIGHTER

It's a thankless job—living day to day by your armour and the skill of your arm, diving heedlessly into danger. They won't be playing golden horns for the time you took that knife to the ribs for them in the bar in Bucksberg. No flock of angels will sing of the time you dragged them, still screaming, from the edge of the Pits of Madness, no.

Forget them.

You do this for the guts and the glory, for the scream of battle and the hot, hot blood of it. You are a beast of iron. Your friends may carry blades of forged steel but, fighter, you are steel. While your traveling companions might moan about their wounds around a campfire in the wilderness, you bear your scars with pride.

You are the wall—let every danger smash itself to dust on you. In the end, you'll be the last one standing.

NAME

LEVEL

XP



CHARACTER SKETCH

ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

Protective

Endanger yourself to protect an NPC weaker than you

Honorable

Challenge, and defeat, an opponent worthy of you

Cynical

Make preparations to kill someone who hasn't proven themselves a threat... yet



BONDS



BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

Champion

Gladiator, hero, warlord - you've been at least one of these things, if not more. Any time you land a killing blow, you become the center of attention and take +1 Forward acting on that.

Mercenary

In your line of work, rubes don't last long. Take +1 to Discern Realities when blood or money is on the line. Roll +1 when you Supply

Soldier

Long marches are your bread and butter. Whenever you Undertake a Perilous Journey, you may roll+CON instead of +WIS. When you Make Camp, you may automatically heal for d6.



STARTING GEAR

HEALING POTION (0 WEIGHT)

RATIONS (5 USES, 1 WEIGHT)

YOUR SIGNATURE WEAPON

CHOOSE YOUR DEFENSE

LEATHER ARMOR (1 ARMOR, 1 WEIGHT)

+3 THROWING DAGGERS (THROWN, 0 WEIGHT)

SCALE ARMOR (2 ARMOR, WORN, CLUMSY, 3 WEIGHT)

CHOOSE ONE

FLASK OF ALCOHOL (2 USES, 0 WEIGHT)

ANTITOXIN (0 WEIGHT)

BANDAGES (3 USES, SLOW, 0 WEIGHT)

Starting Attributes: 8(-1), 9, 12, 13(+1), 15(+1), 16(+2)

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

HIT POINTS MAX = 10+CONSTITUTION	ARMOR	DAMAGE D10	MODIFIERS
-------------------------------------	-------	---------------	-----------

STARTING MOVES

SIGNATURE WEAPON

You carry a unique weapon which holds great importance to you. It is the only thing you can rely on in this world. It is 2 weight. Give it a name, describe it, and tell us how it came into your possession.

Choose the most appropriate range

- Hand Close Reach

Pick two enhancements it has:

- Glows:** in the presence of (goblins, mages etc) _____
- Grisly:** +1 damage and Messy
- Heavy or Spiked:** 2 piercing
- Versatile:** has Hand, Close, and Reach range
- Huge:** +1 damage and Forceful, +1 weight
- Well-Crafted:** -1 weight
- Two-handed:** +1 damage and +1 Piercing
- Balanced:** has the Precise and Thrown tags
- Extendo:** has Near range
- Uses Ammo/Arrows:** has Near and Far range
- Reload:** +2 damage and +1 Piercing
-
-

BEND BARS, LIFT GATES

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

- It's done almost instantly
- It's done quietly
- Nothing of value is damaged

SURVIVOR

You've been through hell and back. You've killed countless men, and each of them would have preferred to kill you instead. What quality keeps you alive? Choose one:

- Your Impressive Poise:** Any time you use your quick thinking or reflexes to catch someone off-guard, take +1 Forward with them
- Your Keen Eyes:** Any time you Discern Realities, you may also ask "what is the biggest source of danger, and can it be turned to my advantage?"
- Your Intimidating Presence:** You may Parley using CON
- Your Sharp Wits:** Take +1 Ongoing in combat with anyone you've successfully Parleyed with
- Your Endless Stamina:** Gain +5 Maximum HP.
- Your Commanding Voice:** Take +1 Ongoing to Give Orders to a follower.
-

SECOND SKIN

You ignore the Clumsy tag on armor you wear. All your armor weighs one less, to a minimum of 1.

EYE FOR COMBAT

When you **Discern Realities about a creature or person**, you may also ask two of the following:

- "How much health do they have?"
- "How much damage do they deal?"
- "What is their greatest strength?"

LEVEL 2+ ABILITIES

THROUGH DEATH'S EYES

When you **go into battle**, you may roll+WIS. On a 10+, name one NPC who lives and one who dies. On a 7-9, name one or the other, not both. Take +1 Ongoing fulfilling your prediction, until the battle ends. On a 6- you see a vision of your own death and take +2 damage from all sources throughout the battle.

TACTICIAN

When you **lay out a battle plan**, roll+INT. On a 6- hold 1. On a 7-9 hold 2. On a 10+ hold 3. When you **join the battle**, you may spend your hold 1 for 1 to grant an ally +1 on any of their rolls.

CENTER OF THE FREY

When you **engage an enemy in melee**, they cannot ignore you. If they take an action against someone else, you may then disarm them, cripple them, or simply deal your damage to them.

VINDICTIVE

Deal +D4 damage when **attacking the last person who injured you**.

BOUNCE BACK

When you **Defy Danger with a shield**, on a 10+ you may deal d6 damage to the source of the danger.

WALK IT OFF

When you **receive healing**, roll a d6. On a 6, you may remove 1 debility.

PEERLESS WEAPON

Choose two more enhancements for your Signature Weapon.

BLACKSMITH

When you **have time and access to a forge**, you can graft any magical item to your Signature Weapon. The magic item is destroyed, but your weapon gains all of its properties.

ADRENALINE JUNKY

When **at or below half health**, deal +D6 damage.

PRECISION STANCE

Deal +DEX damage if you aren't holding a shield.

6TH SENSE

At any time, you may declare you have a bad feeling about this. If you do, take -1 Forward, but +d4 Forward to your next Defy Danger roll.

WARLORD

When you attempt to **rally warriors to your cause**, roll+CHA. On a hit, they will fight for you in a single battle. But on a 7-9, choose one:

- The warband will take all the credit and glory.
- The warband will expect a great material reward.
- The warband isn't quite what you hoped for.

MULTICLASS DABBLER

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

LEVEL 6+ ABILITIES

CONQUEROR KING

Requires Warlord
When you **rally a warband**, on a 10+ choose one of the following:

- The Warband will bring about ancient powers, or fulfill an ancient prophecy to ensure victory
- The Warband will continue to follow you as long as you bring them victory

IMMORTAL

You're not going down without a fight. Gain two more Survivor traits.

ASCENDED WEAPON

When you **take this move and spend some uninterrupted time meditating with your Signature Weapon**, choose a special power from the list below. Your weapon gains this power as long as you hold it.

- Bane:** it deals +d10 damage to: (a specific type of enemy) _____
- Divine:** It is blessed by the gods. Evil creatures instinctively fear it. Also gains +1 damage.
- Returning:** You can call it instantly to your hand, from any distance.
- Clearcutting:** it cleaves through any inanimate material like butter. Ignores all armor.
- Profane:** it is an enemy to all life. Animals instinctively fear it. Wounds it deals will fester and lead to certain death, without divine aid.
-

LEGENDARY WEAPON

Choose two more enhancements for your Signature Weapon.

MASTER OF ARMS

All your weapons and shields weigh 1 less, to a minimum of 1. When you **spend some time to repair, maintain, and reinforce your equipment**, take +2 damage and +2 armor Forward.

MERCILESS

When you **declare your intent to fight to kill and hold nothing back**, your attacks become Brutal (roll damage twice, take the better result). Also take +d6 damage Forward.

SHIELD MASTERY

When you **take damage while wearing a shield**, you can choose to have your shield absorb all of the damage. This destroys your shield, at least until you have time to repair it.

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, who stops in place and can't act until you break your gaze. On a 6- your enemies immediately identify you as the biggest threat.

MULTICLASS INITIATE

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