



Name

LEVEL

XP

Human: Ryonal, Sythnic, Trevor, Richard.  
Dwarf: Clumbs, Rugard, Foltark.

Look

CLOTHES: Battle Dress, Traveling Clothes, Bare chested

EYES: Strong, Barbaric, Kingly

HAIR: Red Hair, Hooded, White Hair

Armor



Hit Points



Max (10+Constitution) Current

Damage



Add these scores to your stats below: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)  
Write the big number in the top box, and the smaller number in the bottom

Strength



STR

Dexterity



DEX

Constitution



CON

Intelligence



INT

Wisdom



WIS

Charisma



CHA

ALIGNMENT



Good

Slay a creature of the night



Neutral

Learn about a new monster or threat

BONDS

Fill in at least one with the name of a companion, or write your own.

\_\_\_\_\_ has fought by my side before, and I owe them one.

\_\_\_\_\_ is watched by the darkness, I must protect them.

\_\_\_\_\_ would make a great ally against the darkness

STARTING MOVES



Tools of the Trade

When you reach into your equipment to find the right tool for the job, roll+INT. \*On a 10+, Gain 3 Hold to spend on any of the below equipment. \*On a 7-9, Gain 1 Hold to spend on any of the below equipment \*On a 6 or less, Gain 1 Hold, but something will go wrong with your equipment. The GM will tell you what.

- Throwing Dagger - Flies true, buying you a moment while the target deals with it
- Throwing Axe - Sails high in the air, over cover and shields
- Invisibility Potion - When drunk, grants momentary invisibility
- Holy Water - Shatters on the ground, setting fire to any creatures of the dark in the area.
- Boomerang - Throw a large spinning boomerang that sweeps the room, tripping and catching foes off guard



Whip Move

When you use your whip to cross a gap or get somewhere quickly, roll +DEX. \*On a 10+, you're there in an instant, no problem. \*On a 7-9, you're there, but choose one:

- A threat is waiting for you!
- You can't get back the same way!
- Your landing is precarious, and you take a tumble!



The Power of the Curse

As long as you are fighting a monster you have sworn to slay, you gain +1 armor

## COIN

## GEAR

Max Load (8+STR) Current

You carry **something**.

**Dungeon Rations** (5 uses, ration, 1 weight)

**Adventuring Gear** (5 uses, 1 weight)

**Your Whip** (Precise, 1 weight)

Choose your defenses:

**Inherited Knights Armor** (2 armor, 2 weight, clumsy)

**Buckler Shield** (1 armor, 1 weight) AND

**Battle-skirt** (1 armor, 1 weight)

Choose one:

**2 Healing potions** (1 weight)

**An old Jewel**

**The Family Crest**

## ADVANCED MOVES

When you gain a level between 2-10, select a move from below

**Ancient Weapon**

Your whip has been passed down from generation to generation. When you face a foe that has felt its sting before, deal +1d4 damage

**Empowered Tools**

You learn how to build new equipment, add the following to your equipment:

- **Fire Whip** – Your whip is coated in a magical fire for a short time
- **Watch** – Time seems to slow for a moment, only for you

**Knowledge of the Dark**

When you spout lore on a creature of darkness, you reveal one weakness about the monster in question.

**Enough talk...**

When you prepare to storm the lair of a creature of darkness, describe one of their signature deathtraps or minions. Take +1 forward against dealing with them

**Improved Whip**

You spend some time enhancing your whip. Add one of the following tags to your whip; Messy, 1 Piercing, Reach, Forceful

**Whip Tricks**

When you use your whip to trip or disarm an enemy, roll +DEX. On a 10+, choose 2 On a 7-9, choose 1. On a miss, choose 1, but you've put yourself in a tight spot, the GM will tell you how.

- You trip them, sending them to the floor
- You pull whatever they're holding out of their hands
- You clear the area, scattering nearby foes
- An ally takes +1 Forward against the foe

**A Miserable Pile of Truths**

When another player comes to you for advice on hunting monsters and beasts, tell them what you know. If they act upon your advice, they gain +1 forward and you mark XP

**Counter Attack**

When you are knocked back, or to the ground, you steel yourself and grip your weapon. Gain +1 forward to your comeback.

**Stout Ally**

You gain a hireling that fights with you in your battle against the forces of darkness. Describe them. They are functionally a Keep Level Hireling, stat them as such

**Die Monster!**

When you call out to a monster and declare your quest to vanquish evil, you enter one-on-one combat with them. Gain +1d4 damage against that target, and -4 against any other targets. The foe will not break from attacking you until one of you falls.

**Speed Kills**

When you perform a highly challenging acrobatic move, you momentarily stun the nearest foe you land beside as you surprise them with your feat.

When you gain a level from 6-10, you may choose from these moves.

**Legendary Weapon**

*Replaces: Ancient Weapon*

Your whips sting has been felt throughout time. When facing a foe who has heard of your legend, deal +1d8 damage

**Greater Empowered Equipment**

*Requires: Empowered Equipment*

You learn how to build new equipment, add the following to your equipment:

- **Javelin** - A large spear that can be throw through two targets or cover and pins the first foe hit
- **Sacred Gauntlets** - Fly at your foe with great speed and deliver a furious sequence of blows in an instant, skip defy danger to get there.
- **Grenade** - A small sphere that explodes when thrown., knocking anyone in range to the ground and deafening them for a moment

**Enhanced Whip**

*Replaces: Improved Whip*

You bind magic and elements to the metal and leather of your whip. Add one of the following elements to your whip: Fire, Lightning, Ice, Earth, Water, Wind, Light

**The True Power of the Curse**

*Replaces: Power of the Curse*

As long as you are fighting a monster you have sworn to slay, you gain +2 Armor

**Deadly Luck**

There is always a convenient chandelier to whip to, enough handholds to climb or wall hanging to slide down. Whenever you make a Defy Danger +DEX roll, you may describe a convenient part of the building, room or scene

**You don't belong in this world!**

*Replaces: Die Monster!*

When you call out to a monster and declare your quest to vanquish evil, you pull them and any minions nearby into one-on-one combat. Gain +1d6 damage against the target. They cannot break from your melee unless you allow it.

