

NAME




LOOK

Human: Luke, Ron, Margret, Harriet, Gwynith, Clark, Peter, David, Mary, Alesha, Faen
Elf: Fandes, Faneth, Condes, Coneth, Galadeth, Gelwen, Thandes, Haloak, Ashwen
Dwarf: Gomyr, Gimir, Grart, Belmar, Tholad, Krada, Elani, Duerra, Haegari, Gerna,
Ambradi, Aselna, Yada

Young and Adventurous Eyes, Weary or Wise Eyes
 Bright Red Hair, Blonde & Spikey Hair, Wild or Tall Hair
 Traditional Starting Hero Outfit or Common Drabble
 Built Body, Androgynous Body, Lithe Body or Very Tall 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
<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 8+CONSTITUTION

ALIGNMENT

- GOOD**
Show mercy or go out of your way to do well.
- LAWFUL**
Fulfill a promise of importance.
- CHAOTIC**
Fight oppression or help the lesser folk.

STARTING MOVES

SIGNATURE MOVE (STR OR DEX)

When you create your character, choose to use STR or DEX for this move. You unleashing a devastating and skillful attack unique to you on a target in the range of a weapon you are holding and that has already been dealt damage by you. Roll + STR or DEX *you deal weapon damage and on a 10+, choose 2 of the following* On a 7-9 choose 1.

- The attack is lethal: deal double damage instead of the normal amount.
- Disarm arm the foe or force them to drop something.
- Your strike is pinpoint accurate: piercing 2.
- You strike a weak spot and send the target flying: forceful.

HEART OF A HERO

You are a chosen hero, not for your strengths or status, but for the virtues that you harbor in your soul and unwaveringly follow. Choose 3 of the following qualities you may never betray, for they make you better than your enemies:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Humble (forbidden: gloating, demanding or asking for compensation)
- Hospitality (required: comfort to those in need, no matter who they are)
- Truth (forbidden: lies)
- Lawful (forbidden: breaking laws)
- Merciful (required: always offer and accept surrender of foes)

RACE

- HUMAN**
Whenever you enter a civilized town that you have visited before, someone always has a room to spare for you and your friends.
- ELF**
Reroll any Parley rolls with other well intended folk.
- DWARF**
You start with a hand axe (hand, 1 weight), keg of dwarven stout, (4 weight) and dwarven hardtack (ration, 7 uses, 1 weight).

PROPHECY

Whenever the world is in great danger or trouble is on the rise, the hero can choose to accept visions of a prophecy and ventures out to save the world. Choose one:

- Defeat _____, a great threat to the world.
- Defend _____, the innocent, from the wicked
- Discover the truth of _____.
- Avenge _____, who has wrongfully suffered.

While you are fulfilling prophecy, you may choose two boons granted to you:

- A helpful, but clumsy or unlucky NPC joins and assists your party.
- The will of determination: +2 load
- The strength of all that is good and just: +1 to all damage rolls.
- A cryptic old man follows your from town to town, dropping vague clues.
- A stranger arrives in the nick of time to save you once per prophecy

Then the GM chooses one of the following:

- A rival constantly harasses the Fated Hero and appears only when inconvenient.
- An arch nemesis actively plots a horrible end for the Fated Hero.

BONDS

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

_____ has saved my bacon more than once.

I'd have _____ at my side any day.

_____ makes me laugh, in a nervous way.

I saved _____'s life, and they would do the same for me.

We should keep a better eye on _____.

I made a promise to _____, which I will keep.

I feel safer when _____ takes watch at night.

THE FATED HERO

LEVEL
 XP

GEAR

Your load is 10+STR. You start with a short sword (hand, 1 weight), 50 coins and dungeon rations (5 uses, 1 weight).

Choose your defenses:

- Leather armor (1 armor, worn, 1 weight)
- Scalemail (2 armor, worn, clumsy, 3 weight)

Choose your weapon:

- Oversized sword (+2 damage, two-handed, messy, forceful, 3 weight)
- Ancestral bow (near, far, +1 damage, 1 weight)
- A pair of magic blades (close, two-handed, +1 to all rolls involving parrying, 2 weight)

Choose two:

- Elixir of defiance (gain a hold, 3 uses, 0 weight)
- Halfling pipeleaf (6 uses, 1 weight)
- Lucky Charm (3 uses, reroll any one dice, 0 weight)
- Memorabilia of a tragic backstory (+2 to load, 0 weight)
- Bundle of arrows (3 ammo, 1 weight) and two healing potion (0 weight)
- Elven arrows (4 ammo, 1 weight) and a healing potion (0 weight)
- Shield (+1 armor, 2 weight)

ADVANCED MOVES

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

GET BEHIND ME!

Whenever you use Defend to redirect an attack from the thing you defend to yourself, hold 1 for the Defend Basic Move.

WE ARE ALL IN THIS TOGETHER!

Whenever you enter a perilous situation, everyone who you have a bond have hold 1 for the Defend Basic Move.

PURE SOULS

Select an extra choice from Heart of a Hero and increase your Max HP by 5.

TEAMWORK

You gain a +2 forward to your next Hack and Slash roll if you attack a foe outnumbered by you and your allies.

AGAINST THE ODDS

You gain a +2 forward to your next Hack and Slash roll if you attack a group of enemies that outnumbers you and your allies. This bonus becomes a +3 forward if you have no allies present.

DUEL OF FATES

When you are fighting a single significant enemy alone, hold 2. This hold can be spent for the Defend Basic Move.

STUDENT OF MAGIC

You gain the Spellbook, Prepare a Spell and Cast a Spell wizard moves. When you select this move, treat yourself as a wizard of level 1 for using spells. Every time you gain a level thereafter, increase your effective wizard level by 1. You cannot choose this move if you have the Chosen of the Gods move.

CHOSEN OF THE GODS

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the Commune and Cast a Spell Cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1. You cannot choose this move if you have the Student of Magic move.

THE WORLD IS COUNTING ON ME!

Spend any 2 Hold you have generated from any Move to get a +1 ongoing to all rolls till the end of an encounter.

LOVED BY THE PEOPLE

When you return to a civilized settlement you've visited before after having fulfilled a prophecy, you get a free roll on the treasure table of 2d4.

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

POWER OF FRIENDSHIP

Spend any 2 Hold you have generated from any Move to give all allies who can see you a hold that they can use for the Defend Basic Move.

CALL TO GLORY

After you receive a vision and go to resolve a prophecy, you may choose three boons instead of two.

GRAND QUEST

Whenever you complete a prophecy, mark an xp.

WHIRLWIND ADVENTURE

When you are trying to resolve a prophecy, hirelings that are of similar morals and that have similar goals as yours will join you for free till that prophecy is resolved.

THE FORCE OF DESTINY

You may spend hold to reroll any one dice for each hold you spend.

WILL OF THE HERO

You get +3 ongoing to all +WIS rolls for Defy Danger.

HEROIC FORTITUDE

Whenever you roll of Defend, gain an additional hold on a +7.

TRUE STRIKE

On a Hack and Slash roll of 12+, you deal 1d10 extra damage.

TESTED METAL

Ignore any clumsy tag on armor you wear.

FINISHING MOVE (STR OR DEX)

When you gain this move, choose to use STR or DEX for this move. You unleash an attack only a truly tested and righteous adventurer could muster. Your unique attack hits a target that has already been damaged and in the range of a weapon you are holding roll +STR or DEX.

*You deal weapon damage and On a 10+, choose 3. *On a 7-9, choose 2:

- The attack is life ending: deal triple damage instead of the normal amount.
- No defense can withstand the assault: removes all armor from the target.
- The attack is impossibly complex: forceful, messy, +1 damage

MARCH TO THE DARK

When you are Undertaking a Perilous Journey, you and your party get +1 forward to all rolls for performing jobs.