

Veteran

You haven't just served, you have fought. You have bled. You have pressed on. You have saved a comrade from certain death. You have left none behind. War is ugly, and you have faced it. War is hell, and you have walked through its fires. Men can see it on your face and eyes, and hear it in your voice. When you speak, people listen. Men have followed you into hell before, and likely will again.

Names

Look

Tired Eyes, Hard Eyes, Eyes in Which All of Eternity Lies

Rugged Face, Scarred Face, Woeful Face

Battle Hardened Body, Still Got a Few Kicks Left, Body of a Perfect Warrior

Old Uniform, Worn Adventuring Gear, Magnificent Cape

Stats

Your maximum HP is equal to 10+Constitution

Your Damage is d8

Starting Moves

Dwarf: **Holding a Grudge:** Choose a race that you have defended your people against for ages. Take +1 to Hack and Slash and damage rolls against people of that race. Take -1 to any social rolls for a situation that involves them.

Elf: You are a warrior from a noble house. You begin play with a Scout Hireling (Track 1, Carry 1, Loyalty 4) This scout is a retainer of your family, who has been with you for years. He serves faithfully, and knows when to hold his tongue, and when not to. Assuming you do not abuse him, this hireling's loyalty score will not change. When you gain a level you may add +1 to one of his skills or have him gain a new skill with a score of 1.

Human: Kids think they wanna be soldiers. You begin play with a Squire Hireling (Man-at-arms 1, Loyalty 4) Your squire has been learning from you for the last couple months. He is loyal and competent, if a bit foolhardy. Assuming you do not abuse him, this hireling's loyalty score will not change. When you gain a level you may add +1 to one of his skills or have him gain a new skill with a score of 1.

You start with the Moves:

I've Seen That Move Before

When you **take a moment to watch your foe's fighting style**, Roll+Wis. On a 10+ choose two, on 7-9, choose one.

- Disarm them
- Knock them down
- Take +1 forward on your next attack and damage roll against them.

On 6-, you hear the voice of your old commander, "Lolligaging about when you should be acting. You'll never survive this." as your opponent gets the better of you.

Armored

You ignore the clumsy tag on armor you wear.

This is My Weapon. There are Many Like It, But This One is Mine

Choose a type of weapon:

- Sword
- Spear
- Hammer
- Axe

Choose a look:

- Worn, but Still Deadly
- Glinting with the Hint of Magic
- Master-crafted by a Long-dead Race

Your weapon was won in battle, taken as a spoil of war. It has been with you for so long, it has become a part of who you are. It is your Warrior's Soul. It cannot be sundered or in some other way removed permanently from your person. If it is stolen or taken from you, you will find it again.

Choose how your "soul" helps you in battle:

- Add your level to your damage
- The weapon is a symbol of your past prowess. When you **hoist your weapon high at the onset of battle**, your companions are encouraged and take +1 forward into battle.
- It warns you of oncoming danger. Describe how.

Drive

Protect: Subdue the dangers that threaten those you want to protect.

Pillage and Plunder: Increase the contents of your coffers.

Conquer: Drive your enemies from before you.

Gear

Your load is 10 + Str. You have your weapon and two rations (5 uses 1 weight). Choose your defenses:

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

Choose two:

- 100 coins
- Short Bow (Near, 1 weight) and Bundle of Arrows (3 ammo, 1 weight)
- Tracker Hireling (Track 2, Guide 2, 1 Loyalty)
- Warhorse and Lance (Reach, Piercing 2 Weight 2)
- Warrior Hireling (Man at arms 2, 3 Loyalty)

Advanced Moves:

Charge!

When you **lead the charge into combat**, those you lead take +1 forward

I May Be Old, but I'm Still Stronger than You!

When you deal damage, deal +1d6 damage.

It's Not About Brute Strength, You Have to Know the Right Way to Hit Them

You may treat your "soul" as a precise weapon. It also gains piercing 2.

Multiclass Dabbler

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

I'm Old, but Tough

You gain +1 armor.

Sizing Them Up

When you **estimate your opponent's strength** Roll +Wis. On 10+, the ask the GM two, on 7-9, ask him one. On 6-, you underestimate them, and take -1 forward against them.

- How much armor they have
- How much damage they do
- What special tricks they might know.

Victories Won Together

When you **have defeated a terrible foe with the aid of those who follow you**, Roll +Cha. On 10+, gain 3 loyalty you can distribute amongst them in addition to any the GM feels appropriate. On 7-9, gain 2. On 6-, if you have multiple Hirelings, gain 1 loyalty, but one of your followers has reason to leave, if you have only one Hireling, gain no extra loyalty.

Voice of Authority

Take +1 to order hirelings.

Wait, That was You?

Take +1 to recruit.

6-10 Moves:

Ever Onward

Replaces: Charge!

When you **lead the charge into combat**, those you lead take +1 forward and +2 armor forward.

I Have Seen So Much

When you **Parley with someone and use you past experiences to convince them of a course of action**, Roll +Cha. On a 10+, choose two, on 7-9, choose one: On a 6-, they scoff at your experience, and you take -1 forward with them.

- They feel your counsel is sound.
- They do not modify your plan.

- The men they lead are happy that you were a part of the planning.

Multiclass Initiate

Required: Multiclass Dabbler

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

True Grit

Replaces: I'm Old, but Tough

You gain Armour +2