

NAME

LOOK

Dwarf: Annika, Brunhilda, Dim, Greta, Janos, Jarl, Ozruk, Rundrig, Surtur, Xotoq
Elf: Cadeus, Eldar, Elohiir, Hasrith, Kithracet, Sharaseth, Shevaral, Telian
Halfling: Aubrey, Baldwin, Bartleby, Becca, Finnegan, Olive, Pippin, Randolph
Human: Ajax, Brianne, Castor, Gregor, Hawke, Hob, Rudiger, Shanna, Walton

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 (+1), 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

ALIGNMENT

- GOOD**
Defend those weaker than you.
- NEUTRAL**
Defeat a worthy opponent.
- EVIL**
Kill a defenseless or surrendered enemy.

STARTING MOVES

- ARMORED**
You ignore the clumsy tag on armor you wear.
- BATTLE INSTINCTS (STR)**
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 (STR)**
When you **use pure strength to destroy an inanimate obstacle**, roll+STR. **On a 10+**, choose 3. **On a 7-9**, choose 2.
 - 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.

RACE

- DWARF**
When you **share a drink with someone**, you may Parley with them using CON instead of CHA.
- ELF**
Choose one weapon - in your hands, that weapon and any similar to it have the Precise tag. In addition, roll +DEX instead of +STR for Battle Instincts.
- HALFLING**
When you **Defy Danger and use your small size to your advantage**, take +1.

HUMAN
Once per battle, you may reroll a single damage roll, either yours or someone else's.

BONDS

Fill in the name of one of your companions in at least one:
 _____ owes me their life, whether they admit it or not.
 I have sworn to protect _____.
 _____ is soft, but I will make them hard like me.
 I worry about the ability of _____ to survive in the dungeon.

- 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.
 - Glow in the presence of one type of creature, your choice.
 - Huge. Add messy and forceful.
 - Versatile. Choose an additional range.
 - Well-crafted. -1 weight.



THE FIGHTER

LEVEL
 XP

GEAR

Your Load is 12 + STR. You carry your signature weapon and dungeon 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:

- 2 Healing potions
- Shield (+1 armor, 2 weight)
- 22 coin
- Antitoxin, dungeon rations (1 weight), and poultices & herbs (2 uses, slow, 1 weight)

Record your Signature Weapon here:

ADVANCED MOVES

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

ARMOR MASTERY

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. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor, it is destroyed.

BLACKSMITH

When you **have access to a forge**, you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.

HEIRLOOM

When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions 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 one extra enhancement for your signature weapon.

INTERROGATOR

When you **parley using threats of impending violence as leverage**, you may use STR instead of CHA.

IRON HIDE

You gain +1 armor.

MERCILESS

When you **deal damage**, deal +1d4 damage.

MULTICLASS DABBLER

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

PREDATOR INSTINCTS

When you **gain hold from Battle Instincts**, take +1 forward against your foe.

SEEING RED

When you **Discern Realities during combat**, you take +1.

WEAPON MASTERY

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

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

Replaces: Armor Mastery

When you **let your armor take the brunt of damage dealt to you**, the damage is negated and you take +1 forward against the attacker, but the armor value of your armor or shield (your choice) is reduced by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor, it is destroyed.

BLOODTHIRSTY

Replaces: Merciless

When you **deal damage**, deal +1d8 damage.

DEFT FOOTWORK

Requires: Seeing Red

When you **are in or closing in to melee combat**, take +1 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 finches 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 weaponry**, ask the GM how much damage they do.

MULTICLASS INITIATE

Required: Multiclass Dabbler

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

STEEL HIDE

Replaces: Iron Hide

You gain +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.

TASTE OF BLOOD

When you **Hack & Slash an enemy**, take +1d8 forward to damage against that enemy.

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 NPCs, 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 a -1 ongoing throughout the battle.