

NAME 

LOOK

*Names:* Og, Meng, Atka, Eldra, Genst, Hilt, Grosk, Axon, Zerl, Quinn, Kusk, Rintar, Yun-Del, Redcloud, Griven, Nornan, Vivan, Endross, Khel, Dhrontian, Tique, Cron  
*Titles:* the Giant, the Beast, Bonecrusher, the Warbringer, the Mad, the Wrathful, the Great, the Powerful, the Grave, the Dark, the Woesome, the Fearsome, the Killer, the Horc

Tormented eyes, fiery eyes, desperate eyes, angry eyes  
 Bald head, wild locks, pony tail, braided hair, dreadlocks  
 Mysterious tattoos, strange piercings, unusual jewelry, silks  
 Tanned body, muscular body, huge body, scarred 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



YOUR MAX HP IS 8 + CONSTITUTION

DRIVE

 PROVE YOUR WORTH

You have disgraced your people. Regain their respect.

 EXPLORE THE WORLD

Learn something new about a location or culture.

 CONQUER AND PILLAGE

Take something that should be rightfully yours.

STARTING MOVES

## THE BEAST WITHIN

You understand the primal motivation of simple monsters and beasts. When you **observe an act of violence performed by a creature or horde of creatures with low intelligence**, you may ask the GM, "What motivates them to act this way?"

## MAGIC SHMAGIC (CON)

Your thick skin makes you naturally resistant to magic. When you **resist a magical enchantment by enduring**, take +1.

## FURIOUS MOVES (FURY)

Choose three starting moves.

 HEFTY HEFTY HEFTYWhen you **lift an object (or creature) of your load or lighter overhead**, you may spend 1 fury to throw the object anywhere nearby. If you volley with the object, the "mark ammo" option is not available to you. KNOCKDOWN BLOWWhen you **deal damage**, spend 1 fury to add *messy* and *forceful* tags to your attack. BETTER BASHINGWhen you **deal damage**, spend 1 fury to use the better of two damage rolls. GRAND OPENINGWhen you **deal damage**, spend 1 fury to expose your target to an attack from an ally. ARMOR HAMMERWhen you **deal damage**, spend 1 fury to instead destroy 1d4 of your foe's armor. SHRUG IT OFFWhen you **take damage**, you may spend one fury to half the damage. SUNDER WAVEWhen you **deal damage**, you may spend 1 fury to instead destroy a weapon, shield or other object that the creature is wielding.

## RAGING RECOVERY

Going berserk is exhausting. When you **take a short rest and consume a ration**, you may release any remaining fury and remove one debility acquired when you last raged.

RACE

 PART MONSTER

You may be human, dwarf, elf or halfling, but somewhere in your family tree there is a monstrosity. Choose a monster (orc, goblin, giant, etc.) with which you share blood. You have a physical feature that shows your heritage. Describe it. When you encounter this kind of creature you might not be welcomed with open arms, but you do understand them better than others and take +1 when you parley with them or spout lore about them.

BONDS

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

I don't understand \_\_\_\_\_'s behavior.

I have spilled blood with \_\_\_\_\_ before.

\_\_\_\_\_ is feeble. I will toughen them up.

I would die defending \_\_\_\_\_ from harm.

RAGE

When you **take damage and cannot hold back your anger**, roll +CON. \*On a 10+, hold 3 fury. \*On a 7-9, hold 1 fury and suffer one debility.

You may not rage if you already hold fury or if you already have all six debilities.

When you are enraged, you can't use any moves that involve INT or CHA.

THE SAVAGE

VO. 2 (BY BARRETT ALEXANDER)

LEVEL XP

## GEAR

Your load is 10+STR. You start with dungeon rations (5 uses, 1 weight) and a token from your homeland. Describe it.

Choose your weapon:

- Battle axe (Two-handed, +1 damage, close, 2 weight)
- Warhammer (Close, 1 weight)
- Spear (Reach, thrown, 1 weight)

Choose your defenses:

- Hide armor (1 armor, 1 weight)
- Wooden shield (1 armor, 2 weight)

Choose one:

- Poultices and herbs (2 uses, 1 weight)
- Dungeon rations (5 uses, 1 weight)
- Adventuring gear (1 weight)

## ADVANCED MOVES

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

### ANGER MANAGEMENT

*Requires: Rage*

You have gained (some) control over your anger. You don't need to take damage to trigger your rage.

### SUPERHUMAN (STR)

When you **expend a burst of superhuman strength to do something beyond the capacity of a normal human**, spend 1 fury and roll +STR. \*On a 10+ it happens as you describe it. \*On a 7-9, choose 1.

- Something or someone is harmed in the process. Your GM will decide.
- It takes more effort than you expected; spend 1 more fury.
- You are only partially successful. Your GM will describe how.

### TWO-FISTING IT

When you **deal damage while wielding a weapon in each hand**, add +1d4 damage. This damage applies even if you are using a furious move that replaces damage with a different effect.

### EAT YOUR HEART OUT (WIS)

When you **consume the heart of a fallen foe**, roll +WIS. \*On a 10+ choose 2. \*On a 7-9 choose 1.

- You don't feel sick.
- You heal 1d10 hit points
- You remove one debility.
- You glimpse into the foe's past life. The GM will describe what you see.

### BATTLE CRY (CHA)

When you **enter battle and let loose a battle cry**, roll +CHA. \*On a 10+, you and your allies take +1 forward. \*On a 7-9, your allies take +1 forward, you take -1 forward and whatever else your GM describes.

### WELL TRAVELED

You have traveled far and wide. Take +1 to **spout lore about a foreign land**. Take +1 forward if you act on the information you reveal.

### THICKENING SKIN (CON)

Like punching a bowl of quicksand, the harder you're hit the tougher you get. When your **current hit point total drops below your Constitution score**, gain +CON armor.

### MORE BERSERK

Choose another Furious Move.

### FAST AND FURIOUS

As long as you are unencumbered, take +1 armor when you are enraged.

### THINKING MAD

When you are enraged, you are no longer prohibited from making moves that require INT or CHA.

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

### WEATHER DANCE

When you **perform the weather dance you learned from your people**, describe it and tell your GM what type of weather your dance will bring. Within a few days, it comes to pass.

### HELL HATH NO FURY

When you **take damage that would normally kill you**, spend your remaining fury to stand up at 1 HP.

### HORDE WARLORD (CHA)

When you **have proven your worth to a non-hostile horde (your GM will tell you how) and you demand their servitude**, roll +CHA. \*On a 10+, choose 2. \*On a 7-9, choose 1.

- The horde will follow you for a while and offer assistance when it doesn't threaten their safety.
- The horde will not attack you or betray you.
- The horde will fight on your behalf at least for a while.
- The horde offers you a token of their respect.

### YOUR HEART MOVES ME

*Requires: Eat Your Heart Out*

When you **consume the heart of a fallen foe**, you also have the option to hold one of your foe's custom moves. The GM will tell you what move you gain. Spend your hold to use the move. You may hold at least one and up to your WIS modifier in custom moves this way.

### MOST BERSERK

*Requires: More Berserk*

Choose another Furious Move.

### 2 FAST, 2 FURIOUS

*Replaces: Fast and Furious*

As long as you are unencumbered, take +1 fury and +2 armor when you rage.

### BLOOD VOW

When you **consecrate with blood your vow to defeat a worthy foe**, take +1 ongoing against the foe until the foe is defeated. To break a blood vow is a great dishonor. If you fail to fulfill your vow, your GM will describe how you may make reparations for you broken vow without losing honor.

### FURIOUS WHIRLWIND

When you **deal damage**, you may spend 1 fury to add the *forceful* tag to your damage and deal damage to all foes within reach.

### YOU WOULDN'T LIKE ME WHEN I'M ANGRY

When you rage, your body changes into the form of a huge, muscular beast. Describe it. Take +1 to STR, DEX, and CON ongoing while enraged.