NAME

Thaddeus, Augustine, Kendrick, Errol, Callemwyr, Brom, Hildur, Ulla, Regulus, Octavia, Seamus, Kyra, Galfenol, Lanethiir, Olyn

Choose one for each, or write your own: BODY: Fit, bulky, thin _______ EYES: Kind, Fiery, Glowing ______ HAIR: Styled, Decorated helmet ______ CLOTHES: Weathered, Fancy, Bloodstained ______ RACE: Human, Elf, Dwarf, Dragonborn, Tiefling

HIT POINTS

Max (10+Constitution)

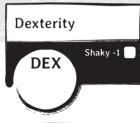
Current

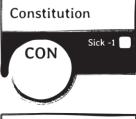
D10

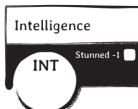
Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

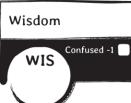
DAMAGE

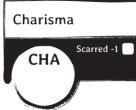
Strength STR Weak -1











BONDS

LEVEL

DRIVE

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

doesn't share my

XP

No Rest for the Wicked

Deny mercy to a criminal or unvirtuous.

Protector of the Weak

Liberator

Fight oppression.

Endanger yourself to protect the weak.

onvictions; I will sh	now them	why it's	important.
made a promise to			

I will (re)gain _______ 's trust.

I will learn _______'s secret.

STARTING MOVES

X

Virtues

You adhere to a strict moral code that grants you power beyond that wielded by normal folk. Choose two of the following vows:

☐ Justice: Suffer not a crime unpunished. When you question a defeated, captured, or willing individual, you can stare into their eyes to know if they are lying or not.

☐ *Mercy*: Let no innocent creature suffer in your presence.

Increase the damage bonus of Protector to +1d4 instead of +1.

☐ *Courage*: Refuse to let those who have power abuse it.

Whenever you Defend another person and choose to damage the attacker, you deal full damage (not half).

☐ *Purity*: Abstain from mortal pleasures and finery.

You are immune to all mundane poisons

☐ Loyalty: Remain true to your word and

to your allies. When you promise something to a friend

and do it, they are inspired by your deeds and gain +1 Forward.

☐ *Penitence*: Do not needlessly kill intelligent creatures.

When you try to prevent a conflict, take +1.

☐ *Honor*. You never use dirty tricks or cowardly tactics.

When you allow an opponent to fight on equal ground as you, you get +1 ongoing against this foe.

The Chains of Faith

Whenever you fail to act in accordance to one of your Virtues, depending on the severity of your actions, you may lose access to that yow and its associated benefits until you atone for your misdeeds. The GM will tell you what you must do.

✓ I Am the Law

When you give an NPC an order based on your righteous authority, roll+CHA.

On a 7+, the GM chooses one:

- They'll do what you say.
- They'll back away cautiously, then flee.
- They'll attack you.

On a 10+, you also take +1 Forward against

On a 6-, in addition to whatever the GM says, you take -1 Forward against them.

× Protector

When you Defend an ally against an enemy, gain +1 damage ongoing against them.

× Armored

You ignore the *clumsy* tag on armor you wear.

BACKGROUND

The	Mico	Crane

When a Virtuous move asks you to roll +CHA or when you Parley on honest terms, you may roll +WIS instead.

The Dragon

You have a booming authoritarian voice. When you use I Am the Law, the GM may only choose the option "They'll attack you" if the enemy has an edge over you.

The Nimble Monkey

When you Defy Danger with DEX to hold balance, climb or speed through, take +1.

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STARTING GEAR



Dungeon Rations (5 uses, ration, 1 weight)

Scale armor (2 armor, worn, clumsy, 3 weight)

Choose your weapon:
Longsword (close, +1 damage, 1 weight) and Shield (+1 armor, 2 weight)
Halberd (reach, +1 damage, 2 weight)
Choose one:
Adventuring gear (5 uses, 1 weight)
Healing potion (magic; heals 10 hp or a debility)
Bandages (4 uses, slow, 1 weight; heals 4 hp)
10 coins

ADVANCED MOVES

oves.

רבי	VAINCED MOVES	
When	you gain a level from 2-10, you may choose from t	hese m
	Charge! When you lead the charge into combat, you and those you lead take +1 Forward.	
	Staunch Defender	
	When you Defend, you take +1 Hold, even on a 6 Whenever you spend Hold to Defend someone or something else, you also reduce the attacker's damage by 1, if appropriate.	
	Voice of Authority When you raise your voice, it carries far and cuts through even the din of heavy battle. You also take +1 to Recruit or to Order a Follower.	
	Bloody Aegis When you take damage, you can grit your teeth and accept the blow. If you do, you take no damage but instead suffer a debility of your choice. The other effects of the attack (if any) still apply, and you can't	

Power of the Virtuous

Take another Virtue.

Fervor

debilities.

Whenever something comes to your attention that opposes your virtues, you take +1 Forward to put an end to it.

use this move if you already have all six

Weapon of Virtue

You can take the Signature Weapon move from the Fighter playbook.

We Happy Few

When you give an inspiring speech to your allies before facing a dire threat, roll+CHA. On a 10+, each ally takes 2 Inspiration. On a 7-9, each ally takes 1 Inspiration. On a 6-, in addition to whatever the GM says, each ally takes 1 Inspiration, but you take -1 Ongoing until you share your plaguing doubts with someone else.

Once battle is joined, your allies can spend their Inspiration at any time, 1-for-1, to:

- Act fearlessly
- Keep themselves at 1 HP when they would be reduced to or below 0 HP.
- Make their attack ignore armor.

Stand Your Ground

When you convince an ally to hold fast against incoming danger, you both gain +1 Ongoing as long as you stay right where you are.

Battle Tactician

When you scan the battlefield and Discern Realities, you may add this question to the list of questions you are allowed to ask: "What battle tactic will the enemy most likely employ."

When you gain a level from 6-10, you may choose from these moves	When	you gain	a level	from	6-10,	you	may	choose	from	these	moves
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Onward!	
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Replaces: Charge!

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

Impervious Defender

Requires: Staunch Defender

When you Defend, on a 12+, instead of taking any hold you may choose to instead thwart the attack entirely and put your attacker in a spot.

Unquestioned Authority

Requires: Voice of Authority

When you roll a 12+ to Order a Follower, they transcend their moment of fear and doubt and carry out your order with particular effectiveness and efficiency.

Judge and Jury

When you use I Am the Law, on a 12+, you and not the GM choose an option from the

Indomitable

When you suffer a debility (even through Bloody Aegis), you take +1 Forward against whatever caused it.

Healthy Distrust

Whenever the dark, corrupt, or chaotic magic wielded by your foes causes you to Defy Danger, treat any result of a 6- as a 7-9.

Inspiration

When you see a true act of one of your selected virtue, you gain +1 Forward.

Setup Strike

When you Hack & Slash, choose an ally. Their next attack against your target does +1d4 damage.

Shake it Off!

Requires: We Happy Few

Add this option to once battle is joined: • Shake off or break free from a power or situation that takes away your free will.

Armor Mastery

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