

THE VIRTUOUS



NAME _____

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

LEVEL

XP _____

LOOK

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 _____

ARMOR



HIT POINTS

Max (10+Constitution) Current



DAMAGE



DRIVE

- No Rest for the Wicked**
Deny mercy to a criminal or unvirtuous.
- Protector of the Weak**
Endanger yourself to protect the weak.
- Liberator**
Fight oppression.
- _____

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

Strength

STR

Weak -1

Dexterity

DEX

Shaky -1

Constitution

CON

Sick -1

Intelligence

INT

Stunned -1

Wisdom

WIS

Confused -1

Charisma

CHA

Scarred -1

BONDS

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

_____ doesn't share my convictions; I will show them why it's important.

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

I will (re)gain _____'s trust.

I will learn _____'s secret.

STARTING MOVES

- 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 and diseases.
 - 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 vow 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 them.
 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 Wise 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.
- _____
- _____
- _____



