

NAME _____




LOOK _____

Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian
Human: Yang, Garm, Caleb, Maximillian, Alexander, La Croix, Rodriguez, Scyld

Fiery eyes, Cold Eyes, or Weary Eyes
Cropped Hair, Flowing Hair, or Hooded Head
Aristocratic Clothes, Threadbare Clothes, Training Clothes
Muscular Body, Lithe 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  CURRENT MAX YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT/DRIVE

- GOOD**
Slay a menace to the innocent.
- LAWFUL**
Duel a worthy opponent.
- EVIL**
Pick a fight with somebody weaker than you.

STARTING MOVES

ARCANE BLADEWORK (INT)
When you **attempt to incorporate magic into a melee attack**, roll +INT. On a 10+, deal your damage and apply 1 technique. On a 7-9, deal your damage and apply 1 technique, and your opponent attacks you.

STUDENT OF THE BLADE
Begin play with 4 techniques.

THROW DOWN THE GAUNTLET (CHA)
When you **challenge someone to a duel**, roll +CHA. On a 10+, they choose 2 if they do not accept. On a 7-9, they choose 1 if they do not accept.

- You take +1 ongoing against them until they defeat you
- They lose the respect of their peers and underlings
- They retreat

RACE/BACKGROUND

- ELF**
Gain +1 to spout lore on anything related to warfare.
- HUMAN**
Your fighting style is showy and impressive. Gain +1 forward to parley with anyone who has seen you fight.

THE RIDDLE OF STEEL
When you **cross swords with a humanoid opponent**, gain +1 forward to discern realities about them. In addition, you may add the following to the list of questions you can ask:

- What is this person about to do?
- What emotion drives this person?
- What is this person trying to hide?

BONDS

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

_____ broke up a fight I was involved in. I was probably going to lose, but they don't need to know that part.

_____ and I are regular training partners.

I may have killed a relative of _____ at some point in the past.

_____ seems like they would fold at the first sign of trouble, I don't trust them.

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight). You also carry some proof of your mastery, describe it (0 weight).

Choose your defenses:

- Noble's silks (1 weight) and 10 coins
- Duelist's leathers (1 armor, worn, 1 weight)

Choose your weapon:

- Bastard Sword (+1 damage, twohanded, close, 2 weight)

- Rapier (precise, close, 2 weight)

- Dagger (hand, 1 weight) and Parrying Dagger (hand, +1 armor, 1 weight)

Choose one:

- Adventuring Gear (1 weight)
- Bandages (3 uses, 0 weight)
- Healing Potion (0 weight)

ADVANCED MOVES

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

ARMORED

Ignore the clumsy tag on any armor you wear.

FLAWLESS BLADEWORK (INT)

Replaces: Arcane Bladework

When you **attempt to incorporate magic into a melee attack**, roll +INT. On a 10+, deal your damage and apply 2 of your techniques. On a 7-9, deal your damage and apply 1 techniques, and your opponent attacks you.

FLOATING STEP

When you get a 10+ with arcane bladework, take +1 forward to any defy danger rolls to navigate the battlefield.

INTENSE TRAINING

Gain 3 techniques.

KNOW YOUR ENEMY (INT)

When you **re-encounter somebody who has wronged you**, roll +INT. On a 10+, choose 2. On a 7-9, choose 1:

- Taunt your rival into revealing something they did not mean to.
- Take +1 forward against your rival.
- Gain a key insight into your rival's fighting style.

MULTICLASS DABBLER

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

SHOWOFF (INT)

When you **attempt to wow an audience with a display of your power**, roll +INT. On a 10+, choose 2. On a 7-9, choose 1:

- You have their full and complete attention.
- The crowd does not keep their attention on you and demand an encore after you're done.
- The performance does not fatigue you, causing -1 ongoing to all rolls to use techniques until you have a chance to rest.

TO THE DEATH

You have +1 armor against any opponent that you have **challenged to a duel**.

WIND SLASH (INT)

When you **attack at near range with blades of cutting air**, roll +INT. On a 10+, deal your damage and apply one technique. On a 7-9, deal your damage, apply one technique, and choose one of the following:

- You have to move to get a clear shot, placing you in danger.
- Do not deal your damage.
- Do not apply any techniques.

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

BLADE ARTIST

Gain an additional three techniques.

BLADE SAVANT

Gain an additional three techniques.

DANCE WITH THE SKY

Replaces: Floating Step

You **move with inhuman grace and are capable of leaping distances that would be impossible for mere mortals**. In addition, when you get a 10+ with **arcane bladework**, take +1 ongoing to any defy danger rolls to navigate the battlefield until the battle ends.

HURRICANE SLASH (INT)

Replaces: Wind Slash

When you **attack at near range with blades of cutting air**, roll +INT. On a 10+, deal your damage and apply two techniques. On a 7-9, deal your damage, apply two techniques, and choose one of the following:

- You have to move to get a clear shot, placing you in danger.
- Do not deal your damage.
- Do not apply any techniques.

LEGACY

You take on a student to carry on the techniques you have learned. The student counts as a hireling with cost (learning the art of the blade), loyalty 2, sentry 2, and man at arms 2, and first aid 1. If you die, your student inherits your accumulated knowledge and becomes a PC with a character sheet identical to yours. They must achieve some great victory in their own right before they can take on a student of their own.

MASTER'S BLADEWORK (INT)

Replaces: flawless bladework

When you attempt to incorporate magic into a melee attack, roll +INT. On a 10+, deal your damage and apply 3 techniques. On a 7-9, deal your damage and apply 2 techniques, and your opponent attacks you.

MULTICLASS INITIATE

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

STEEL TELLS NO LIES (INT)

Replaces: Know Your Enemy

When you **re-encounter somebody that has wronged you**, roll +INT. On a 10+, choose 2. On a 7-9, choose 1:

- Gain a flash of insight as to what your rival is thinking at this very moment.
- Take +1 forward against your rival and, if you could already see them, you realize a way to isolate them and yourself from anyone who would interfere with your fight.
- The nature of their fighting style is laid bare before you; hold 1 to perform a move from it that you have seen.

STORIED HERO (CHA)

When you enter a settlement for the first time, roll +CHA. On a 10+, you are recognized for your deeds and the common people either welcome you with open arms or acquiesce to your demands with fear as appropriate. On a 7-9, your name gets you a meeting with anyone but no guaranteed favors. On a miss, somebody has a bone to pick with you.

TWO MEN ENTER, ONE MAN LEAVES

Replaces: To The Death

You have +1 armor. Against any opponent that you have **challenged to a duel** (whether they declined or accepted), you have +2 armor instead.

BURNING

Your attack deals an extra 1d4 damage and lights anything flammable.

 BURST

Your attack deals an additional 1d4 damage and gains the 'forceful' tag.

 DUST DEVIL

Your attack kicks up a small tornado of dust and grit at your target's feet, obscuring visibility.

 EARTHSHAKER

Your attack concludes with an eruption of stone and earth from the ground, launching your target into the air.

 ELABORATE

When you apply this technique, roll +DEX. On a 10+, deal an additional 1d8 damage. On a 7-9, this technique has no effect, but it looks really cool! On a miss, your showboating costs you in some substantial way the GM will tell you how.

 FLOWING

If your attack kills a target, you may immediately attack a new target as if you had gotten a 7-9 on the move you initially used.

 FREEZING

Your attack freezes and shatters a portion of your opponent's armor. After you deal your damage, reduce their armor by 1 until they repair it.

 GALVANIC

Electricity courses through your blade, numbing one of your target's limbs.

 MIRAGE

You create illusions of yourself that strike additional enemies near your target. Illusions deal your damage but do not apply any techniques.

 QUICKSILVER

Your blade cuts faster than the eye can see, preventing your opponent from mounting a proper defense. Gain 2 piercing on your attack.

 SOULSIPHONING

Your attack heals you for 1d4. Heal 1d8 instead if this attack kills your target.

 TETHERING

Your attack pins your target's shadow to the ground, preventing them from moving more than a few feet from their current location.

 TORRENTIAL

Your attack ends with a flurry of strikes that your opponent must dedicate effort to blocking or avoiding. If they instead attack you in response to your attack, deal your damage again (this does not apply techniques).

 VOID EDGED

The edge of your weapon hums with an unearthly light. You may slice through inanimate objects with ease and add the 'messy' tag to your attack.

 WARDING

Your attack creates a ring of light around you and your target that other creatures (and their projectiles) cannot cross..