

NAME

LOOK

Dwarf: Garin, Daltri, Harrak, Rulin, Kaja, Brall, Nyssa, Gwillen

Halfling: Bolger, Garret, Odo, Mellyn, Portia, Frega, Lirrin, Nelmi

Human: Byron, Gertrude, Lawrence, Chapman, Fredrick, Morley, Virginia, Tatiana, Salah




Clever Eyes, Shrewd Eyes, or Glasses

Untidy Hair, Balding, or Wide-Brimmed Hat

Weathered Clothing, Scholarly Clothing, or Practical Clothing
Tanned Body, Rugged Body, or Portly 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
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 6 + CONSTITUTION

ALIGNMENT

GOOD

Prevent an artifact or secret knowledge from being used to hurt others.

NEUTRAL

Discover long-lost knowledge or a culturally significant artifact or place.

CHAOTIC

Leap into danger without a plan.

STARTING MOVES

ANTIQUARIAN

When you **closely examine an artifact or a piece of lost technology for the first time**, roll+INT. *On a 10+, ask the GM three of the following questions. *On 7-9, ask two. *On a 6-, ask two anyway, but the GM will give you a false answer for one of them.

- Who created this object and how old is it?
- What is the purpose of this object, or what does it do?
- Who would find this object valuable?
- How is this object dangerous to me?
- How is this object activated?
- What has been done to or with it recently?
- What's wrong with it and how could it be fixed?

RACE

DWARF

When you use Antiquarian, the GM will always truthfully tell you who created the object and how old it is in addition to the move's other results, even on a miss.

HALFLING

You can always ask the GM "Where's the best hiding place around here?" and get an honest answer.

HUMAN

When you Make Camp, if you possess adventuring gear with less than 5 uses, gain 1 use of that adventuring gear.

WHIP TRICKS

A whip is a powerful tool in your hands. You can use your whip to grab small, unattended objects within reach range and swing upon it like a grappling hook, all without Defying Danger.

You cannot Hack and Slash with your whip. Instead, when you **crack your whip at an enemy within reach**, roll+DEX. *On a 10+, choose two. *On a 7-9, choose one:

- You entangle one of their limbs, preventing them from using it as long as you keep your whip wrapped around them
- You avoid any retaliation or counterattack
- You move them to any place within reach range
- You knock them prone or off-balance; the next person who takes advantage of this takes +1 forward
- You make them drop an object they are holding

BONDS

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

I need _____'s help to find a valuable treasure.

_____ may be the brawn of this group, but I'm the brain.

_____ joined me on my first expedition, and they're still willing to work with me after the... you know.

_____ thinks I take too many needless risks, but what do they know?

RESEARCHER

When you **spend at least a full day researching old tomes, dusty maps, and bits of lore about a nearby location**, roll+INT. *On a 10+, choose two from the list. *On a 7-9, choose one. *On a 6-, choose one anyway, but don't describe it yet. Instead, ask the GM what it will cost you or what you must do to gain that benefit.

- You find part of a map, draw it out or otherwise present it to the group.
- You learn of a trap or similar hazard, describe it and hold +1 preparation.
- You learn of a dangerous enemy or group in the area, describe and/or name them and hold +1 preparation.
- You learn of a valuable treasure, describe it and where it's kept.
- You learn something useful about the area's history, layout, or politics; tell us what.
- You gain something that will be particularly useful in there (a key, a password, etc.), tell us what you got.



THE ARCHAEOLOGIST

LEVEL

XP

GEAR

Your Load is 9+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight) a whip (1 weight), and a map to someplace hidden, tell us where! Choose two:

- A bag of books (5 uses, 2 weight)
- Leather armor (1 armor, 1 weight)
- Bandages (3 uses), antitoxin, and a short sword (close, 1 weight)
- A hand crossbow (near, reload, 1 weight) and a pack of bolts (3 ammo, 1 weight)

ADVANCED MOVES

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

ACADEMIC REPUTATION

When you **Parley with someone who highly respects knowledge or history**, you may roll with INT instead of CHA.

BOOKWORM

When you make the Research move, you get +1 preparation in addition to any of the move's other effects.

DANGER SENSE

When you **take a moment to survey an area**, you may ask the GM "Is there an ambush or trap here?" If the answer is "yes", roll+INT. *On a 10+, ask the GM three questions from the list below. *On a 7-9, ask one.

- What will trigger the trap or ambush?
- What will happen once it's triggered?
- How could it be disarmed or thwarted?
- What else should I be on the lookout for?

MOMENT OF INSIGHT

When **something supernatural makes you Defy Danger**, take +1 forward to Spout Lore about that threat.

SIMON BELMONT

Add the following option to the Whip Tricks list:

- You deal your damage

SLEUTH

When you Discern Realities, the GM will always tell you what happened here recently in addition to the move's other results, even on a miss.

SNEAKY

Gain a move from the thief playbook.

TREASURE HUNTER

When you **obtain a valuable treasure or artifact for the first time**, hold 2. Spend a hold to gain one of the following benefits:

- Take +1 forward to Defy Danger
- Deal +1d6 damage forward, no more than once per attack
- Heal yourself for 1d8 HP

WELL-CONNECTED

When you **declare that you know someone who can help you solve a task**, describe that person and roll+CHA. *On a hit, you can get help from your contact. *On a 7-9, there's a catch, choose one and explain why this is:

- You owe them a debt, or their help will cost you
- Reaching them will be inconvenient or dangerous
- They're not exactly trustworthy or reliable
- They hold some enmity towards you

WHIP MASTERY

When you use Whip Tricks, on a 12+ choose three options from the list.

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

CAREFUL EXPLORER

When you Undertake a Perilous Journey, you always spot trouble in advance, as if you had taken the scout role and rolled a 10+. You can also take on a second job, roll for it as normal.

INVESTIGATOR

Requires: Sleuth

When you Discern Realities, up to two of your questions can be anything, not limited by the list.

MASTER LOOTER

Requires: Treasure Hunter

When you **obtain a valuable treasure or artifact for the first time**, hold 4 on Treasure Hunter instead of 2.

MOLA RAM

When you **use a magical item and force it to obey your will**, instead of using its effects as written, roll+INT. *On a 10+, you control the degree and extent of its effects. *On a 7-9, you direct its effects, but choose one:

- You break it; it cannot be used again until it is fixed.
- You lose control, producing additional, unwanted effects.

SOCIETY OF EXPLORERS

Requires: Well-Connected

When you make the Well-Connected move, on a hit your contact will also have some useful information for you; choose an option from the Researcher list for free.

PERFECT PLANNING

When you Defy Danger, you may spend 1 preparation to roll with INT instead of whatever the GM says.

PROFESSOR

When you make the Antiquarian move, on a 12+ you may answer one of the questions yourself. Whatever you say, it is the truth.

VERY SNEAKY

Gain a move from the thief playbook.

WHIP PERFECTION

Replaces: Whip Mastery

When you use Whip Tricks, on a hit choose one additional option, and add the following options to the list:

- You snatch an object they held or were guarding. Now it's yours!

WHY'D IT HAVE TO BE SNAKES?

When you **Spout Lore about a monster**, on a 12+, in addition to the normal effects, you may ask the GM any one question about the subject. Take +1 forward when acting on that information.