

NAME




LOOK

Names: Emma, Tristan, Erik, Dean, Shelley, Grant, Horatio, Cecil, Catherine, Edmund, Leonardo, Annette, Connor

Hollow Eyes, Penetrating Eyes, Sharp Eyes
Wavy Hair, Ash-White Hair, Great Helm
Pale Body, Taut 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
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 10+ CONSTITUTION

DRIVE

Good and evil are irrelevant to you. Instead, describe the goal you wish to achieve, and why it's so important to you. At the end of the session, if you have made tangible progress towards your goal, mark XP and remove 1 Torment.

STARTING MOVES

DARK BLADE

Death has given you a bladed weapon of terrible power, describe it! Your weapon will always have a shadowy aura around it; anyone who sees it will know that it's a weapon of darkness. Your weapon has 2 weight, close range, +1 damage, and the messy tag. Choose one more feature for your weapon:

- Sharp. +1 piercing.
- Balanced. Add precise.
- Heavy. Add forceful and +1 weight.
- Ancient. Take +1 to Spout Lore about spirits or the lands beyond the Black Gate
- Mystical. Glows in the presence of one type of creature, your choice.
- Soul-drinker. Take +1 forward when you strike a deathblow against an enemy.
- Long. Add reach and two-handed.

When you **strike a deathblow with your dark blade**, remove 1 Torment. If you are not in possession of your dark-bladed weapon, you cannot use any moves that would cause you to gain Torment.

ARMORED

You ignore the clumsy tag on armor you wear.

ROAD TO PERDITION

You may gain 1 Torment to use the following effects:

- Cause Fear, as the cleric spell with yourself as the object
- Speak With Dead, as the cleric spell
- Deal +Conviction damage forward, once per attack
- Take +1 forward to the next move that uses your Conviction stat, once per move

If the Torment you hold is higher than your Conviction, Death may appear to you and demand a favor. Until you complete his task, you cannot use any moves that would cause you to gain Torment. When you complete the task, remove all of your Torment.

THE NIGHT IS DARKEST JUST BEFORE THE DAWN

While you are **in the presence of at least one person you share a Bond with**, your Conviction is increased by 1. (You share a Bond if both you and your ally have at least one Bond with each other.) Once per session, when you resolve a Bond at the end of a session, remove 1 Torment.

BACKGROUND

Choose your race. Then choose what's so important to you that you would take up the dark blade for it. Your choice determines your Conviction stat. Your starting Conviction is equal to that stat's modifier.

LOVE Conviction stat: *CHA*
Add the following Bond: _____ reminds me of my true love; I'll protect them.

DUTY Conviction stat: *CON*
You may gain 1 Torment to cast the wizard spell Visions Through Time; Death will show you where you're needed most.

HONOR Conviction stat: *WIS*
Choose a hated type of enemy, such as goblins, traitors, or nobles. When you strike a deathblow with your dark blade against your chosen enemy, remove 1 extra Torment.

BONDS

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

_____ is the voice of my conscience; they keep me from going too far, though I may resent them for it sometimes.

_____ gives me hope for a better tomorrow.

I have seen Death's mark upon _____; something terrible is in store!

CONVICTION:

TORMENT:



THE BLACK KNIGHT

LEVEL

XP

GEAR

Your Load is 10+STR. You start with your dark-bladed weapon (2 weight), dungeon rations (5 uses, 1 weight), and a memento of someone important to you, describe it!

Choose your defenses:

- Chainmail (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)
- Black scale armor (2 armor, clumsy, 3 weight)

Choose one:

- Shield (+1 armor, 2 weight)
- Antitoxin (0 weight) and bandages (3 uses, slow, 0 weight)
- 3 throwing daggers (thrown, near, 0 weight) and poultices and herbs (2 uses, slow, 10 coins, 1 weight)
- 10 coins

ADVANCED MOVES

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

AGONY

Add the following effects to Road to Perdition:

- A person you touch is wracked with terrible pain for several seconds
- A person you touch is blinded for several seconds

BLACK HARVEST

Add the following effects to Road to Perdition:

- Your next attack with your dark blade ignores armor
- Your next attack with your dark blade has a range of near

DEAD EYES

When you **fix someone with your cold, hard stare**, roll+your Conviction stat. *On a 10+, get both effects. *On a 7-9, choose one.

- They flinch or hesitate
- You learn something about their true nature. The GM will tell you what

DOOM BLADE

Choose an additional feature for your dark blade.

HELL'S GATE

When you gain Torment to deal extra damage, deal an additional +1d4 damage.

THE HERO WE NEED

Your Conviction is increased by 1.

INTERROGATOR

When you **have a private chat with an NPC**, gain 1 Torment and roll+your Conviction stat. *On a 10+, ask them two questions, which they will answer truthfully. *On a 7-9, ask one question. Regardless of the result, the NPC will not want anything to do with you ever again.

SILENT KNIGHT

Your dark blade can make itself inconspicuous at your command; it won't be noticed unless someone searches you.

REBUKE UNDEAD

When your **voice resonates with the land of the dead**, roll+your Conviction stat. *On a 10+ any mindless undead near you are cowed into submission for a while, and you may command them to do your bidding. *On a 7-9 the undead will not approach you, but neither will they obey you.

UNSTOPPABLE

You can never become weakened or sickened, and you ignore the forceful tag on any attacks made against you.

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

BLACK MAGIC

You may gain 1 Torment to cast one of the following cleric spells: Darkness, Animate Dead, Trap Soul, or Contagion. While any of these spells are ongoing you cannot use this move.

COMMAND UNDEAD

Requires: Rebuke Undead

You may use Rebuke Undead against intelligent undead. They cannot be commanded, but a successful roll convinces them to help you for a while. *On a 7-9, there's a price, the GM will tell you what.

THE HERO WE DESERVE

Replaces: The Hero We Need

Your Conviction is increased by 2.

LAST RESORT

While your HP is less than your Conviction, take +1 ongoing to all moves.

NO REST FOR THE ANGRY DEAD

When you take your Last Breath, add +Conviction or +Torment to the roll, whichever is lower.

RAVEN'S FEAST

Requires: Black Harvest

Add the following effect to Road to Perdition:

- Deal damage equal to your Conviction to any target in near range, then deal half of that damage to yourself, ignoring armor

SANGUINE BLADE

When you Hack and Slash with your dark blade, on a 12+ in addition to dealing your damage you also heal 1d6 damage to yourself.

SOUL-EATER

When you would gain Torment, you may take 1d4 damage (ignoring armor) instead of gaining Torment.

WATCHFUL PROTECTOR

When you Defend you always get +1 hold, even on a 6-.

YOUR WORST NIGHTMARE

Requires: Unstoppable

Choose a target of your obsession, either a person or an object. You always know which direction your target is relative to you, and when you deal damage to your target, deal an additional +1d4 damage. If your target is killed or destroyed, you may choose a new target the next time you Make Camp.