



NAME

LOOK

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** Your max HP is 10+Constitution

ALIGNMENT **LAWFUL**

Exploit or manipulate a vow or law to your advantage.

 EVIL

Harm another to prove the superiority of your church or god.

RACE **HUMAN**

When you pray for guidance, even for a moment, and ask, "What here is holy or unholy?" the GM will tell you, honestly.

 ORC

You are reckless and strong. When you hack and slash and choose to expose yourself to a counterattack on a 10+, your attack gains the messy and forceful tags.

BONDS

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

_____s misguided behavior endangers their very soul!

_____ has stood by me in battle and their abilities can be trusted.

I respect the beliefs of _____ but hope they will someday see the true way.

_____ has power, I have much to learn from them.

STARTING MOVES**TOUCH OF CORRUPTION**

When you touch a target and invoke the power of your deity, roll+CHA. *On a 10+, the target takes 1d8 damage and you heal the amount done, or you transfer a disease you are suffering from or have suffered from to them. *On a 7-9, as 10+ but also choose one:

- You don't heal or you suffer the disease as well.
- The effectiveness is halved. For a disease, this might cause and alleviate symptoms temporarily or only lessen them.
- Your connection to your deity is disrupted. You take -1 ongoing to Touch of Corruption until you make camp.

ARMORED

You ignore the clumsy tag on armor you wear.

I AM THE LAW

When you give an NPC an order based on your divine authority, roll+CHA. *On a 7+, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

*On a 10+, you also take +1 forward against them. *On a miss, they do as they please and you take -1 forward against them.

QUEST

When you dedicate yourself to a mission through prayer and ritual oblations, state what you set out to do:

- Slay _____, a great danger to my god.
- Take _____ from the hands of the unworthy.
- Discover the truth of _____.

Then choose up to two boons:

- An unwavering sense of direction to _____.
- Invulnerability to _____ (e.g., edged weapons, fire, enchantment, etc.)
- A mark of divine authority
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Restraint (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Submission (required: observance of daily holy services)
- Strength (forbidden: suffering a challenge to go unanswered)
- Truth (forbidden: lies)
- Zeal (forbidden: yielding or negotiating)

**THE BLACKGUARD**LEVEL XP

You start with dungeon rations (5 uses, 1 weight), scale armor (2 armor, 3 weight), and some mark of faith (0 weight), describe it. Choose your wapon:

- Spear (reach, thrown, near, 1 weight)
- Longsword (close, +1 damage, 2 weight), and shield (+1 armor, 2 weight)

Choose one:

- Adventuring gear (1 weight)
- Dungeon rations (1 weight) and healing potion (0 weight)

ADVANCED MOVES

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

DIVINE FAVOR

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

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. If you already have all six debilities you can't use this move.

SMITE

While on a quest you deal +1d4 damage.

EXTERMINATUS

When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

CHARGE!

When you lead the charge into combat, those you lead take +1 forward.

STAUNCH DEFENDER

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

SETUP STRIKE

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage.

DIVINE PROTECTION

You get +1 armor while on a quest.

VOICE OF AUTHORITY

Take +1 to order hirelings.

VAMPIRIC

When you deal damage and heal yourself with Touch of Corruption, you do and heal d10 damage.

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

EVIDENCE OF FAITH

Requires: Divine Favor

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

ZEALOUS SMITE

Replaces: Smite

While on a quest you deal +1d8 damage.

EVER ONWARD

Replaces: Charge!

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

IMPERVIOUS DEFENDER

Replaces: Staunch Defender

When you defend you always get +1 hold, even on a 6-. When you get a 12+ to defend instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

TANDEM STRIKE

Replaces: Setup Strike

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

DIVINE ARMOR

Replaces: Divine Protection

You get +2 armor while on a quest.

DIVINE AUTHORITY

Replaces: Voice of Authority

Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

LIFESTEALER

Replaces: Vampiric

When you deal damage and heal yourself with Touch of Corruption, you do and heal d12 damage.

INDOMITABLE

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

VANGUARD

When you quest you can choose three boons instead of two.