

NAME

LOOK

Human: Fen, Lex, Elden, Mannel, Delwin, Brianne, Gennivieve, Milicent*Dwarf:* Henluk, Jennik, Od, Wennwin, Karth, Vimli, Kenillik*Halfling:* Roller, Shank, Bent, Headlong, Belladonna, Red, Raven

Fierce eyes, crazed eyes, smiling eyes

Wild hair, long hair, curly hair

Fine clothes, ragged clothes, common clothes

Muscular body, hulking body, lean 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 10 + CONSTITUTION

DRIVE

 WEALTH

Amass riches through whatever means necessary.

 GLORY

Be bold and build your reputation as a fierce warrior.

 DIVERSION

Life is short. Live it up while you can.

STARTING MOVES

 FRIENDS IN LOW PLACES (CHA)You have questionable (but sometimes useful) taste in friends. When you **seek advice or aid in a disreputable establishment, scan the room for familiar faces** and roll+CHA.

*On a 10+, you find someone you know. *On a 7-9, you find someone you know, but choose one.

- You owe them something.
- They will reveal a secret about you that you don't want known.
- You'll need to prove your worth first.

If you find someone, your GM may ask you how you got to know each other.

 INTO THE DRINKWhen you **get drunk**, you feel invincible. Gain +1 armor and take -1 DEX ongoing until you sober up. TAUNT (CHA)When you **taunt someone**, describe what you say and roll +CHA. *On a 10+, choose one.

*On a 7-9, choose one and your GM will offer you a choice between an obstacle, unwanted attention or an unforeseen consequence.

- The target will stop what they're doing and attack you.
- The target will avoid interacting with you if at all as possible.

 NICE TATWhenever you **get a new tattoo**, you feel a bump to your self-esteem and confidence.

Describe your tattoo and hold +1, which you may spend before any one roll.

 BAREHANDED ATTACKYou learned to fight on the streets and your preferred weapon is your own body. Attacks made with your body have a range of close. Choose a fighting style. When you **deal damage with a barehanded attack**, choose one option from your list. Precision

- Choose a tag to add to your attack: *silencing, deafening, blinding*.
- Gain +DEX piercing.

 Brutality

- Choose a tag to add to your attack: *painful, forceful, stunning*.
- Add +STR to the damage.

 Inexorability

- Subtract up to your CON from the damage dealt and gain it in health.
- Take -2 from damage dealt to take +1 forward.

RACE

 HUMANYou know when you're unwelcome somewhere. When you **first enter an establishment**, you may ask, "Who here wants to cause me harm?" DWARF

You are like a rock. You may ignore the forceful tag on attacks made against you.

 HALFLINGWhen you **hack and slash barehanded**, you may use DEX instead of STR.

BONDS

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

_____ needs to learn how to have a good time.

I bet I could beat _____ in a fair fight.

_____ is soft and needs to toughen up.

_____ owes me something. I will collect the debt.



THE BRAWLER v0.4

LEVEL XP

GEAR

Your load is 8+STR. You carry dungeon rations (5 uses, 1 weight) and a lucky token, describe it. Choose your defenses:

- Leather armor (1 armor, 1 weight)
- 2 Healing potions (2 weight)

Choose one:

- 20 coins
- Adventuring gear (1 weight)

Choose two:

- A bottle of moonshine (5 uses, 1 weight)
- Gambling gear (dice, cards, tokens, etc.) (1 weight)
- 1 Healing potion (1 weight)
- Bandages (3 uses, 1 weight)
- Halfling pipeleaf (6 uses, 1 weight)

ADVANCED MOVES

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

IMPROVISED WEAPON

When you **hack and slash with an improvised weapon**, add +1d4 damage. Wielding an improvised weapon counts as a barehanded attack.

ACE UP YOUR SLEEVE (DEX)

When you **challenge someone to a game of chance and they accept the challenge**, roll +DEX. *On a 10+, you decide the outcome. *On a 7-9, you decide the outcome and the GM will choose one of the following.

- Your opponent realizes a short time later that you cheated.
- Your opponent challenges you to “double or nothing.”
- Your winning streak is suspicious. You’re not welcome here any more.

PUGILIST (STR)

You always seem to find somewhere you can get paid to fight. Once per visit to civilization when you **enter a paid boxing match**, roll+STR. *On a 10+, choose two. *On a 7-9 choose one.

- You earn 2d8 coins.
- You aren’t injured in the fight.
- Take +1 forward to recruit a hireling from the area.

DIVERSIFIED PORTFOLIO

Choose a second fighting style.

BRING IT ON

When you are outnumbered, you have +1 armor.

SWEET REVENGE

When you deal damage against a target that just injured you, deal +1d4 damage.

LIVER OF STEEL

When you are **Into the Drink**, gain an additional +1 to armor. You may also choose to take your -1 penalty to DEX, INT, WIS or CHA.

TOSSER (STR)

When you **use any object that weighs about as much as a glass bottle to volley**, roll+STR. *On a 10+, you hit your target. *On a 7-9, choose one.

- The object only grazes your target: -1d6 damage.
- You need to move to get a clear shot, which places you in danger.
- Your tossing arm is injured. Take -1 forward to toss another object.

The range for improvised thrown weapons is near.

SLAM DRUNK (CON)

When you **challenge someone to a drinking contest**, roll +CON. *On a 10+ they accept; choose 2. *On a 7-9 they accept; choose 1.

- You drink your opponent under the table.
- You learn something useful.
- You befriend your opponent.

MULTICLASS DABBLER

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

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

LIFE’S A PARTY

You know people. When you **carouse**, the party costs are half price. If things get out of control, mark experience.

LIMB FROM LIMB

Requires: Barehanded Attack

Add *messy* to the tags available for your barehanded moves.

BRING IT ON AGAIN

Replaces: Bring It On

You have +1 armor. When you are outnumbered, you have +2 armor instead.

THE MORE THE MERRIER

You know how to work a crowd. When you **are outnumbered and deal damage**, choose another creature within range of your attack and deal your damage to it.

BAREHANDED BEAST

Replaces: Barehanded Attack

When you **deal damage with a barehanded attack**, choose any two options from one of your fighting styles.

IMPRESSIVE TOSSER

Requires: Tosser

Choose one.

Long Tosser

Your range for improvised thrown weapons expands to *far*.

Strong Tosser

You may toss anything that you weighs less than your load. If the object is a creature, it always takes damage.

LIQUID COURAGE

In addition to the other benefits you gain while drunk, you are also completely unafraid. Any mundane or magical attempts made to frighten or intimidate you automatically fail until you sober up.

NOT DEAD YET

When you **face Death and survive**, you return to life enraged. Gain 1d8 HP and take +1 forward.

CHEAP SHOT (STR)

When you **catch a creature by surprise while attacking it barehanded**, roll +STR. *On a 10+ your target is knocked unconscious. *On a 7-9 your target is stunned.

MULTICLASS INITIATE

Requires: Multiclass Dabbler

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