

THE DEFTBLADE

NAME: _____

ELF: Antioch, Nesine, Neura, Melinn, Odalwa, Rolwin, Sonnia, Tessa

HUMAN: Brendal, Kratos, Rav, Regal, Solt, Spartacus, Trent, Veronica

HALFLING: Buster, Kenning, Adelard, Rose, Trixie, Thistle, Firiell, Fredegar

DWARF: Birga, Drod, Frya, Ghaldran, Kesi, Korm, Lazra, Yulkat

LOOK

Choose one for each, or write your own:

EYES: Hard, Dead, Wise.

HAIR: Sagage, Shorn, Scalp Tattoos.

BODY: Huge, Ropy, Scarred.

APPAREL: Elaborate, Barbaric, Themed.

RACE: Human, Elf, Dwarf, Halfling, Hobgoblin, Oread, Ogre-blooded.

IDEALS

First, choose an alignment:

GOOD **LAWFUL** **NEUTRAL** **CHAOTIC** **EVIL**

Then, choose a drive from the list or write your own:

GLORY: Seek recognition for your deeds, no matter the risks.

CONQUEST: Kill another for your own personal gain.

PAYBACK: Publicly humiliate or humble an enemy.

You mark experience each time you act according to your moral code or your personal convictions.

BACKGROUND

Choose one, or write your own:

GLADIATOR: There's nothing more important to you than the respect of the crowd. When you **grandstand for the benefit of anyone watching**, take +1 forward.

RESOURCEFUL: You're ready for everything - yes, even that. You can spend Stock as though it were uses of Adventuring Gear.

PLANNER: Life's taught you that the winners are often those best prepared. When you **Restock and Reload**, you also gain 1 Preparation.

BONDS

Fill in the name of one of your companions in at least one, but no more than three:

_____ bet against me and lost. I'll show them what happens to those who doubt me. *Trigger: Prove your might and wit to them.*

_____ and I train together often, but I fear their growing strength. *Trigger: Assuage your concerns or suck it up.*

I killed someone important to _____ once, and they know it. *Trigger: Be the (deserving) target of their mistrust, disdain, or hatred.*

_____ helped me escape from my old way of life. I won't rest until that debt is repaid. *Trigger: Overcome peril to aid them.*

You mark experience each time you trigger a bond.

STATS

ARMOR

HIT POINTS

CURRENT

MAX

DAMAGE

Your maximum HP is 8+Constitution.

You start with a d10 damage die.

STR

MOD

SCORE

WEAK (-1)

DEX

MOD

SCORE

SHAKY (-1)

CON

MOD

SCORE

SICK (-1)

INT

MOD

SCORE

STUNNED (-1)

WIS

MOD

SCORE

CONFUSED (-1)

CHA

MOD

SCORE

SCARRED (-1)

Assign these starting scores to your stats:

16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

ADVANCED MOVES

❑ Going to Need a Bigger Weapon

When you **roll a hit on Well Prepared**, you can spend 2 Stock to pull out a two-handed weapon instead.

❑ Scavenger

When you **collect the varied weapons of your fallen foes** (more than one), gain 1-Stock.

❑ Brute Precision

When you **Volley with a thrown weapon bigger than your fist**, roll+STR instead of +DEX.

❑ Fighting Dirty

When you **roll a 10+ on Hack and Slash**, you can choose to inflict a debility instead of dealing an additional +1d6 damage. Your enemy still gets to make their attack against you. (NPCs don't have stats, but the debility still hinders them according to the fiction).

❑ Shield Mastery

Shields are considered weapons for you with the *Hand*, *Forceful*, and *Thrown* tags.

❑ Trash Talk

When you **insult an enemy before a fight**, roll+CHA. On a 10+, they're rattled; they take -1 damage ongoing until the end of the fight. On a 7-9, they take -1 damage ongoing against your allies, but they gain +1 damage ongoing against you until the end of the fight.

❑ Predator Instincts

Requires: I'm Your Opponent

When you **roll a 12+ on I'm Your Opponent**, they are more than just thwarted by you - they give you an opening. Disarm them, cripple them, or deal your damage to them, your choice.

❑ Know Your Enemy

When you **re-encounter an enemy you've fought before**, roll+INT. On a 10+, hold 2. On a 7-9, hold 1. If they've personally wronged you in some way, get an additional 1 hold, even on a miss.

At any time you can spend your hold, 1-for-1, on the following:

- You taunt them into revealing something important.
- You gain a key insight into their tactics and judgement.

When you act on the answers, take +1 forward.

❑ Deft Footwork

When you **are in or are closing in on melee combat**, take +1 to Defy Danger.

❑ Thicket of Blades

When you **Defend**, you can spend 1 Stock to get +1 Hold.

MASTER MOVES

❑ Steel Tells No Lies

Requires: Know Your Enemy

When you **use Know Your Enemy**, add the following options to the list:

- You know exactly what they're thinking, here and now.
- You know the best way to isolate them and yourself from anyone who would interfere in your duel.

❑ Evil Eye

When you **enter combat**, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold, 1-for-one, to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a 6-, your enemies immediately identify you as their biggest threat.

❑ Am I Not Merciful?

When you **spare the life of a vanquished enemy**, roll+CHA. On a 10+, hold 2 over them. On a 7-9, hold 1 over them. At any time, you can spend your hold to call on them for a favour. Doing so counts as making the Parley move and hitting with a 10+ result (with the hold also counting as leverage).

❑ Healthy Distrust

Whenever the **unclean magic wielded by mortal men causes you to Defy Danger**, you treat a roll of 6- as a 7-9.

❑ Better a Broken Sword than a Broken Skull

When you **take damage** you can choose to spend 1-Stock to negate it completely. This move reduces your maximum Arsenal by one until you restock.

❑ Prey on the Weak

Requires: Fighting Dirty

When you **fight an opponent with a debility**, deal +1d6 damage.

❑ Armed to the Teeth

You can have up to 4-Arsenal at any one time.

❑ Superior Arsenal

When you **roll a 12+ on Well Prepared**, you have just the thing. The weapon you retrieve gains an additional non-range weapon tag of your choice.

❑ Mano-a-Mano

Requires: Throw Down the Gauntlet

You take +1 ongoing as long as you're fighting your chosen foe.

❑ Brute Force

Requires: Brute Precision

All weapons have *thrown* when used by you.