# THE DEFTBLADE

NAME:	BONDS				
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, Firiel, 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.	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.				
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 experie.  STATS  ARMOR	nce each time you trigger a bo	ond.		
You mark experience each time you act according to your moral code or your personal convictions.	Your maximum H You start with a d	MAX  P is 8+Constitution.  10 damage die.			
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.  □	STR MOD  SCORE  WEAK (-1)  INT MOD  SCORE	DEX MOD  SCORE  SHAKY (-1)  WIS MOD  SCORE	CON MOD SCORE SICK (-1)  CHA MOD SCORE		
	☐ STUNNED (-1)  Assign these starts	CONFUSED (-1)	☐ SCARRED (-1)		

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

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## STARTING MOVES

Choose one of these to start with:

## ☐ Throw Down the Gauntlet

When you **call out an opponent for single combat,** roll+CHA. On a 10+, it's on; no one else will attack you, and your chosen foe won't attack anybody else. On a 7-9, choose 1:

- Your chosen foe honours the duel, but their allies will gladly interfere.
- Nobody else will come at you, but your chosen foe has no compunctions about killing anybody between you and them.

## □ I'm Your Opponent!

When an enemy you are engaged in melee with makes a move against anyone other than you, you may attempt to stop them. If you do, roll+INT. On a 10+, the move is cancelled - their attack is blocked, their escape route cut off, their spell interrupted, etc. On a 7-9, you intercept their move - rather than who they were originally aiming for, they hit or hinder you.

You also start with all of these:

#### Arsenal

Years of fighting unpredictable foes has taught you to be prepared for just about anything. You carry with you a pack full to the brim with weapons and lethal oddments.

C	hoose	а	00	k	for	it:

☐ Impro	vised 🗆	ı Hidden	<u> </u>
☐ Savage	e 🖵	EXOUC	☐ Memea

This weapon pack begins with 3-Stock and 4 Weight. It can never exceed 3-Stock, and its weight is reduced by 1 whenever its Stock is spent.

#### **Well Prepared**

When you **reach into your weapon pack** to draw out a weapon to deal with a situation, roll+Stock. On a 10+, you pull out the perfect non-magical one-handed weapon. Describe how this is the case and lose 1 Stock. On a 7-9, in addition to this, choose 1:

- The weapon is not ideal. The GM will tell you how.
- Rummaging through your pack draws unwanted attention.

### Restock and Reload

When you **venture out to buy and trade weapons in a marketplace**, replenish your Arsenal to 3-Stock. If you are not in a City (or a Steading of equivalent size), the GM will also give you one of the following restrictions:

- The locals are tough hagglers: It will cost \_\_\_\_ coin.
- The items are of a lesser quality. The GM gains one hold to turn a 10+ to a 7-9 on a Well Prepared roll.
- Your options are limited. Every weapon has the same range (you choose) until you next restock your Arsenal.

#### Hard as Nails

You're skin's too tough, your movement too quick; you have 1 Armour as long as you're unencumbered. If you're wearing actual Armour, use that instead.

## STATS (Continued)

## **Experience**

LEVEL							
	1	2	3	4	5	6	7
	8	9	10	LEVEL UP WHEN XP = CURRENT LEVEL + 7			

Gear		Load: _	/_				
Your load is 12+STR. You start with:							
<ul> <li>Yo</li> </ul>	• Your Arsenal (3 Stock, 4 Weight) 🗖 🗖 🗖						
• Du	• Dungeon Rations (5 uses, 1 weight) 🗖 🗖 🗖 🗖						
	Choose a primary weapon:						
	Dueling Rapier (close, 1-piercing, precise, 2 weight)						
	alberd (reach, +1 damage, two-ha		_				
	rearm Blade (hand, +1 armour, r	nessy, 2 we	eight)				
Choose a de	•						
	eather Armour (1 armour, worn, 1	•	~ ~ ~				
	nd Adventuring Gear (5 uses, 1 we	eight) 🗀 🗀					
	Hea <b>l</b> ing Potion (0 weight) <sub>1</sub> d Bandages (3 uses, s <b>l</b> ow, 0 weig	h+) 🗇 🗇 🗀	ì				
	u balluages (5 uses, slow, 6 weig						
ITEMS		WEIGHT	VALUE				
			<u></u>				
COINS & TREASURE LOAD							
	11						
	MAX						

## THE DEFTBLADE

#### **ADVANCED MOVES** MASTER MOVES ☐ Steel Tells No Lies Going to Need a Bigger Weapon When you roll a hit on Well Prepared, you can spend 2 Stock to Requires: Know Your Enemy pull out a two-handed weapon instead. When you use Know Your Enemy, add the following options to the list: Scavenger You know exactly what they're thinking, here and now. When you collect the varied weapons of your fallen foes You know the best way to isolate them and yourself (more than one), gain 1-Stock. from anyone who would interfere in your duel. □ Brute Precision Evil Eye When you Volley with a thrown weapon bigger than your fist, When you enter combat, roll+CHA. On a 10+, hold 2. On a 7-9, roll+STR instead of +DEX. 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 Fighting Dirty break it off. On a 6-, your enemies immediately identify you as When you roll a 10+ on Hack and Slash, you can choose to their biggest threat. inflict a debility instead of dealing an additional +1d6 damage. Your enemy still gets to make their attack against you. (NPCs ☐ Am I Not Merciful? don't have stats, but the debility still hinders them according to When you spare the life of a vanquished enemy, roll+CHA. On the fiction). 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 □ Shield Mastery counts as making the Parley move and hitting with a 10+ result Shields are considered weapons for you with the Hand, Forceful, (with the hold also counting as leverage). and Thrown tags. ☐ Healthy Distrust □ Trash Talk Whenever the unclean magic wielded by mortal men causes When you insult an enemy before a fight, roll+CHA. On a 10+, you to Defy Danger, you treat a roll of 6- as a 7-9. 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, Better a Broken Sword than a Broken Skull but they gain +1 damage ongoing against you until the end of the When you take damage you can choose to spend 1-Stock to fight. negate it completely. This move reduces your maximum Arsenal by one until you restock. □ Predator Instincts Requires: I'm Your Opponent Prey on the Weak When you **roll a 12+ on I'm Your Opponent**, they are more than Requires: Fighting Dirty just thwarted by you - they give you an opening. Disarm them, When you fight an opponent with a debility, deal +1d6 cripple them, or deal your damage to them, your choice. damage. ☐ Know Your Enemy Armed to the Teeth When you re-encounter an enemy you've fought before, You can have up to 4-Arsenal at any one time. roll+INT. On a 10+, hold 2. On a 7-9, hold 1. If they've personally Superior Arsenal wronged you in some way, get an additional 1 hold, even on a When you roll a 12+ on Well Prepared, you have just the thing. miss. At any time you can spend your hold, 1-for-1, on the following: The weapon you retrieve gains an additional non-range weapon • You taunt them into revealing something important. tag of your choice. • You gain a key insight into their tactics and judgement.

□ Mano-a-Mano

□ Brute Force

Requires: Brute Precision

Requires: Throw Down the Gauntlet

All weapons have thrown when used by you.

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

## ☐ 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.

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