

NAME _____

LEVEL

XP _____

Names: Eduard, Sipek, Imanuel, Roguljić, Željko, Stepinac, Zvonimir, Lukić, Renato, Čečelja, Josip, Martinčić, Zlatko, Gledec, Zoran, Barešić, Oliver, Đurekovi, Branislav, Morić, Jadranka, Begić, Ružena, Popović, Anica, Hranj, Marija, Lazić, Helena, Jakovac, Tamara, Damjanović, Jana, Dugandžić, Karla, Atlan, Ena, Puškarić, Anja, Perić

LOOK

Choose one for each, or write your own:

CLOTHES: Longcoat, farmer's clothes, poncho, old suit, your father's hand-me-downs _____

FACES: Hard, uncaring, broken, missing many teeth _____

HAIR: Dirty, frayed, tangled, braided _____

SKIN: Scared, sunburnt, hairy, tattooed _____

ARMOR



HIT POINTS



Max (10+Constitution)

Current

DAMAGE



DRIVE

Mouths To Feed
Feed those under your care.

To Find A Lost Loved One
Find a lead on the whereabouts of a lost loved one or try to find them.

To Numb The Pain Of Loss
Do onto those who have wronged you.

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

Strength

STR Weak -1

Dexterity

DEX Shaky -1

Constitution

CON Sick -1

Intelligence

INT Stunned -1

Wisdom

WIS Confused -1

Charisma

CHA Scarred -1

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ knows misfortune as I have.

I'm touched that _____ has offered to help me in any way they can. God knows I need it.

I bet _____ has a dark secret, but don't we all have those?

BACKGROUND

Breadwinner Of A Family
When you use **Defend** to redirect attacks to yourself, you get a +2 forward to Armor.

Romantic Wanderer
When you **play an instrument**, you can add your CON to any **Carouse** or **Parley** rolls you make.

Related To A Failing Dynasty
Get one Starting or Advanced move from the Shibboleth. Treat your level as 2 for choosing the move. You can only choose a move that mentions a **Family Heirloom** in its effect.

Member Of Clockwork Union
When you **spend downtime in a civilized settlement**, you get a **Pouch Of Bullets** (5 ammo, 1 weight). Choose one:

Flintlock Revolver (near, +1 damage, bang, reload, 1 piercing, 1 weight), and a **Pouch Of Bullets** (5 ammo, 1 weight)

Collier Revolver Rifle (near, far, two-handed, +1 damage, reload, 1 piercing, 3 weight) and a **Pouch Of Bullets** (5 ammo, 1 weight)

RACE

Human or **Stricken**
You start with any of the level 2-10 Advanced Moves from this class.

Dwarf or **Raptorperson**
When you try to **keep cool in the heat of battle**, you may use CON instead of WIS for **Don't Panic**.

Gnome or **Autogremlin**
When you **spend your downtime fixing a gadget**, spend a use of **Adventuring Gear** and the object is repaired.

Mutant or **Mongrelthing**
While you have the **Panicked** tag, your damage dice is a d10 and your Armor counts as 1 less (to a minimum of 1.)

STARTING MOVES

Don't Panic (WIS)
When you **try to keep your cool in a heated situation**, roll +WIS. *On a 10+, you keep cool and shake off all tension. You lose the **Panicked** tag if you have it, and you are no longer Shaky or Stunned. *On a 7-9, you mostly stayed composed, but you are barely holding it together. You get the **Panicked** tag. *On a 6 or less, you completely lose it. You get the **Panicked** tag and you do one irrational thing of the GM's choice.

Choose two of these four to start with:

Flurry Of Blades
When you **Hack And Slash**, you can choose to have your roll to hit up to three people all within range of your weapon. If you do, you don't add your STR to the roll. If the enemy would damage you during this attack, all of the targets you hit damage you.

Spray And Pray
When you **Volley**, you can choose to have your roll to hit up to three people all within range of your weapon. If you do, you don't add your DEX to the roll. If the enemy would damage you during this attack, all of the targets you hit damage you. If you choose to reduce ammo, you must reduce it by 1 for each enemy you shoot.

Shield Basher
All shields you carry get the follow tags: *Hand, Forceful, Awkward* and the +n **Damage** tag equal to its +n **Armor** value.

Survivor
When you **heal damage**, you add your CON to the amount healed.

OH GODS WHAT IS THAT?!
When you **come face to face with an enemy that has the Terrifying tag**, you may choose to frantic lash out at the creature. You get the **Panicked** tag and you deal your damage to it.

It Couldn't Get Any Worse
When you **say something that will invite worse to come**, roll 2d6. *On a 10+, Surprisingly, nothing gets worse. Filled with new determination you Hold 3. You can spend this Hold at any time to tell the GM what bit of good luck you and your companions benefit from. At the end of the session, any unspent Hold is lost. *On a 7-9, Things get worse. As above, but you only Hold 1 and the GM gets to say something awful that happens to you and your companions. *On a 6 or less, all of hell breaks loose and the GM can name up to three very terrible things that happens.

It's All I Have Left
Choose one of the following options as the last memorabilia of your family. Whatever item you get from this move or any item that is given extra tags from this move counts as a **Family Heirloom**.

A weapon (Choose any one weapon you selected for your starting gear for this class, it gets the +1 **Damage** tag and increase its weight by 1.)

A piece of armor (Choose any one item you selected for your starting gear with the n **Armor** or +n **Armor** tag and increase its value and its weight by 1.)

Unreliable Spellbook (when you roll a 7+ for **It Couldn't Get Any Worse** you can choose any Cantrip or Route from any class to take effect, 1 weight)

Old Photograph (0 weight)



COIN



STARTING GEAR

Max Load (+STR) Current

Dungeon Rations (5 uses, ration, 1 weight)

Adventuring Gear (5 uses, 1 weight)

Bandages (3 uses, slow, 0 weight)

Choose your weapon:

- Longsword (close, +1 damage, 2 weight)
Club (close, 1 weight) and 5 Throwing Daggers (thrown, near, 0 weight)
Crossbow (near, +1 damage, reload, 3 weight) and a Bundle Of Arrows (3 ammo, 1 weight)

Choose your defenses:

- Studded Leather Armor (1 armor, worn, 1 weight)
Custom Body Armor (2 armor, clumsy, 3 weight)
Stone Shield (+2 armor, clumsy, 3 weight)

Choose one:

- Shield (+1 armor, 2 weight)
Bundle Of Arrows (3 ammo, 1 weight)
2 Antitoxins (0 weight)
Chalky Pills (3 uses, you lose the Panicked tag and become Sick, 0 weight)

Choose one:

- A copy of Sins Of Plymouth (you can use Unreliable Spellbook to cast any Level 1 spells in addition to Cantrips and Routes, 2 weight)
Cracked Crystal Ball (when you roll 6 or less for It Couldn't Get Any Worst the GM will tell you of two things that will happen to you later that session; but one of them is a lie, 2 weight)
Locket Of Goodwill (when you get Karma from What Comes Around, you gain 1 additional Karma, 1 weight)
Wand Of Qi (to use this item you must make Don't Panic roll- in addition to whatever the move says, on a roll of 7+ one unattended item you can see turns into a wild animal of the GM's choice, 1 weight)
Bundle Of Smoke Bombs (10 uses, smoke surrounds an area, providing cover to a small area that counts as giving +1 Armor against all range attacks, smoke from these bonds only last about five minutes, 3 weight)

New Tags- Panicked: Whoever has this tag becomes hysterical and will act irrationally. In addition, when you get this tag, you must become either Shaky or Stunned.

Bang: Firing this weapon makes stealth impossible and could alert enemies to your presence. A weapon with this tag uses a pouch of bullets for ammunition.

Blank lines for notes or additional information.

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Legs Of A Coward: When you run away from something, you can get the Panicked tag.
Cowards Live Another Day: When you hide behind cover, the amount of Armor you would get from the cover is increased by 1.
Sorrowful Eyes: When you meet someone for the first time, they'll take pity on you and will shower you in acts of simple kindness until you betray them.
A Whole World Of Suffering: When you see others suffer needlessly, you get a +1 forward.
I'm Not Dying Here: When you drop to half your health or less, you can get the Panicked tag to get a +1 ongoing to all Last Breath rolls until you get to safety.
Panicked Assault: When you deal damage, you can choose to go all out on your enemy.
Gotta Stay Cool: When you get the Panicked tag by any means that isn't Don't Panic, you can instead roll for Don't Panic.

When you gain a level from 6-10, you may choose from these moves.

- Let's Get Out Of Here: Requires: Legs Of A Coward. When you run for your life, you can grab hold of someone and drag them along with you.
Keep Your Head Low: Replaces: Cowards Live Another Day. When you hide behind cover, the amount of Armor you would get from the cover is increased by 2.
They Don't Know I'm Unstoppable (CON/WIS): When you absolutely have to succeeded at whatever objective is at hand, roll +CON or +WIS.
Watching The Locals: When you spend more than a day in a civilized settlement, you can ask the GM any three questions about the locals.
Frantically Flail About: When you would take damage, you can reduce the damage dealt by 2d6.
What Comes Around...: Whenever you go out of your way to do something good at a cost, you get Karma 1.
Something Precious: Get one move from any class.
Quick Quick Quick Quick: When you have to take time to reload a weapon, you can get the Panicked tag and ignore the Reload tag.
Multiclass Dabblers: Get one move from another class.
Gods Above, Look Away For A Second: Requires: What Comes Around...
...Goes Around: Requires: What Comes Around...
I've Done Work Here Before: When you return to a place you have done work at before, you can choose any one option from Carouse to benefit from the entire time that you stay in the place.
They Are Onto Us: When someone finds out something you didn't want them to, you get the Panicked tag and the GM will give you two worthwhile alternatives to get out of this sticky situation.
Motivated By Memories: While you carry a Family Heirloom, no influence short of a god's direct will can control you.
Multiclass Initiate: Get one move from another class.