

Name \_\_\_\_\_

Race \_\_\_\_\_

Look \_\_\_\_\_

Choose a name or make your own:

Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim  
Finnegan, Olive, Randolph, Bartleby, Aubrey, Becca  
Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Hob

Choose a race or make your own:

Human, Elf, Dwarf, Halfling, Half-Elf  
Lizardfolk, Orc, Gnome, Goblin, Hobgoblin  
Tiefling, Catfolk, Kobold, Aasimar, Naga

Choose one for each or make your own:

Hard Eyes, Dead Eyes, Eager Eyes, \_\_\_\_\_  
Wild Hair, Shorn Hair, Battered Helm, \_\_\_\_\_  
Calloused Skin, Tanned Skin, Scarred Skin, \_\_\_\_\_

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
STR	DEX	CON	INT	WIS	CHA

Damage



Armor



HP



Your Max HP is 26

Drive

Choose one drive:

- PROTECT THE WEAK**  
Defend those weaker than you.
- MASTER YOURSELF**  
Defeat a worthy opponent.
- POWER OVER OTHERS**  
Kill a defenseless or surrendered enemy.

Starting Moves

You start with these moves:

- BEND BARS, LIFT GATES**  
When you use pure strength to destroy an inanimate obstacle, roll+STR.  
\*On a 10+: Choose 3  
\*On a 7-9: Choose 2
  - It doesn't take a very long time
  - Nothing of value is damaged
  - It doesn't make an inordinate amount of noise
  - You can fix the thing again without a lot of effort

Background

Choose your race, and then choose one background:

- DUELIST**  
Choose one weapon—you can always treat weapons of that type as if they had the *Precise* tag.
- SOLDIER**  
When you share a drink with someone, you may Parley with them using +CON instead of +CHA.
- MERCENARY**  
When you enter a new town and put out word that you are for hire, there is always a paying job to take.

**ARMORED**

You ignore the *Clumsy* tag on armor you wear.

**SIGNATURE WEAPON**

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true.

Choose from below to describe your weapon. Your weapon is 2 weight.

- Ancient, Bloodstained, Crude, Engraved, Ornate, Sinister, Unblemished, Rune Covered
- Axe, Club, Flail, Hammer, Knife, Mace, Spear, Sword, Pick, Whip, Fist, Scythe

Choose the range that best fits your weapon:

- Hand, Close, Reach, Near

Choose one major enhancement:

- Boomerang*: Your weapon gains the *Thrown* and *Near* tags, returns to your hand at will
- Ghostly*: Your weapon can harm ethereal creatures and illusions
- Stonecutter*: Your weapon cuts through stone like butter
- Sentient*: Your weapon is intelligent and can communicate with you
- Flaming*: Your weapon is covered in magical flames, hit enemies are lit on fire
- Masterpiece*: Choose two extra minor enhancements

Choose one minor enhancement:

- Versatile*: Choose an additional range
- Huge*: Gains the *Messy* and *Forceful* tags
- Serrated edges*: +1 damage
- Sharp*: +2 *Piercing*
- Perfectly-weighted*: Gains the *Precise* tag
- Glow*: Either in the presence of one type of creature (your choice) or at command

Name your weapon: \_\_\_\_\_

Bonds

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

\_\_\_\_\_ owes me their life, whether they admit it or not.  
I have sworn to protect \_\_\_\_\_.  
I worry about the ability of \_\_\_\_\_ to survive  
\_\_\_\_\_ is soft, but I will make them hard like me.  
I fought with \_\_\_\_\_ in the \_\_\_\_\_.



# The Fighter

Level \_\_\_\_\_  
XP \_\_\_\_\_

Your load is 12+STR. Your starting gear is:

- Your Signature Weapon
- Scale Armor (2 armor, 3 weight)
- A Shield (+1 armor, 2 weight).
- Dungeon Rations (5 uses, 1 weight)

Choose two for your supplies:

- Adventuring Gear (5 uses, 1 weight)
- Antitoxin (2 uses, 0 weight)
- Poultices and Herbs (2 uses, 1 weight)
- 18 coins

Record your signature weapon here:

## Advanced Moves

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

### MERCILESS

When you **fight to kill, without holding anything back**, deal +1d4 damage.

### HEIRLOOM

When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA.

\*On a 10+: The GM will give you good detail.

\*On a 7-9: The GM will give you an impression.

### STRENGTH OF TEN

Every attack you make has the *Forceful* tag, also gain +3 load.

### IMPROVED WEAPON

Choose one extra minor enhancement for your signature weapon.

### SEEING RED

When you **Discern Realities during combat**, you take +1.

### INTERROGATOR

When you **Parley using threats of impending violence as leverage**, you may use STR instead of CHA.

### SCENT OF BLOOD

When a **wounded enemy flees combat**, if they escape, you will always be able to find them again.

### ARMOR MASTERY

When you **make your armor take the brunt of damage dealt to you**, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. *If the reduction leaves the item with 0 armor it is destroyed.*

### IRON HIDE

You gain +1 armor.

### BLACKSMITH

When you **have access to a forge**, you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains one of the magical powers of the destroyed weapon.

### DETACHED OBSERVER

When you **discretely Discern Realities about a foe**, they do not notice you. On a 7+ you may also ask the following questions:

- Where are they going?
- What are they paying attention too?

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

### BLOODTHIRSTY

*Replaces: Merciless*

When you **fight to kill, without holding anything back**, deal +1d8 damage.

### STRENGTH OF 100

*Requires: Strength of Ten*

Anyone you carry counts as 1 weight no matter how much they weigh or carry themselves, and anyone you pick up has the *Thrown* and *Near* tags. Additionally, you will always win one-on-one contests of strength against enemies your size or smaller.

### EVIL EYE

*Requires: Seeing Red*

When you **enter combat**, roll+CHA.

\*On a 10+: Hold 2.

\*On a 7-9: Hold 1.

\*On a 6-: Your enemies immediately identify you as their biggest threat.

Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off.

### MULTICLASS DABBLER

Get one move from another class that is not being played by another player. Treat your level as one lower for choosing the move.

### STEEL HIDE

*Replaces: Iron Hide*

You gain +2 armor.

### THROUGH DEATH'S EYES

When you **go into battle**, roll+WIS.

\*On a 10+: Name someone who will live **and** someone who will die.

\*On a 7-9: Name someone who will live **or** someone who will die.

\*On a 6-: You see your own doom. Take **-1 ongoing** throughout the battle.

*Only name NPCs, not player characters.* The GM will make your vision come true if remotely possible.

### SUPERIOR WARRIOR

When you **Hack and Slash, on a 12+** you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

### EYE FOR WEAPONRY

When you **look over an enemy's weaponry**, ask the GM how much damage they do.