




NAME 

LOOK

*Dwarf:* Maran, Halnar, Donarak, Varas, Balgrim, Armeril, Skori, Kalna, Haegara  
*Human:* Wallace, Bertrand, Roger, Tomoe, Maeve, Emilia, Caterina, Halvard, Sigmund

Hard Eyes, Wary Eyes, or Eyepatch  
 Helmet, Bald, or Long Ponytail  
 Old Uniform, Tattered Clothing, or Rust-Stained Clothing  
 Scarred Body, Bulky Body, or Toned 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

ALIGNMENT

 GOOD

Suffer or endure hardship so that someone else does not have to.

 LAWFUL

Fulfill a promise to protect someone during a dangerous journey or situation.

 CHAOTIC

Upstage, humiliate, or dethrone an unjust or evil authority figure.

STARTING MOVES

## I'LL BE THERE FOR YOU

When you **make a promise to protect someone**, they become your ward. You may only have one ward at a time. When you **Defend your ward**, you get the following benefits:

- You take +1 armor forward
- If you get a 6- on your Defend roll, treat it as a 7-9 instead
- Add the following option to Defend: "Give your ward an opportunity to escape a dangerous situation"

## PAYBACK TIME

Choose two things that make you burn with righteous anger when you encounter them:

- Bullying, slavery, and oppression
- Wanton cruelty and unnecessary suffering
- Injustice and inequality
- Cowardice, treachery, and selfishness
- Threats to your loved ones
- The despoiling of beauty and innocence
- Violence to children, animals, and the innocent
- Perversions of nature

When you **burn with righteous anger**, hold 3 Payback. When you **act on your anger**, spend a Payback to:

- Act despite pain, fear, or doubt
- Act suddenly and with conviction, catching your foe off-guard
- Add +1d6 damage and the forceful tag to your next attack
- Stand fast, keeping your position, stance, and course despite what befalls you
- Throw off the effects of being stunned, confused, or enchanted

When **there are no threats to you or your ward in sight**, lose all of your held Payback.

## MAKE A STAND

When you **call out someone's villainous actions and demand they stand down**, roll+CHA. \*On a 10+, they choose one:

- Cease what they are doing and back off
  - Focus their attention on you and attack, and you take +1 forward against them
- \*On a 7-9, they can choose either of the above, or:
- Dissemble, stall, make excuses, defer to another, or argue the point

RACE

 DWARFChoose a specific type of foe, such as demons, goblin-kin, dragon-kin, or undead. When you **enter battle with your chosen foe**, you burn with righteous anger. HUMAN

You're an experienced bodyguard. While you are Defending, you do not need to spend hold to redirect an attack from the thing you are defending to yourself; you just do it.

BONDS

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

\_\_\_\_\_ was one of my first wards, but things have changed between us since then.

I've saved \_\_\_\_\_'s life more than once.

\_\_\_\_\_ is always getting into trouble, I must protect them from themselves.

\_\_\_\_\_ has been on the wrong side of my wrath before.



THE GUARDIAN

LEVEL XP

## GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight), chain mail (1 armor, 1 weight), a shield, (+1 armor, 1 weight), and a melee weapon of your choice (close, 1 weight). Choose one:

- Adventuring gear (5 uses, 1 weight)
- Healing potion
- Antitoxin and bandages (3 uses)
- Keg of dwarven stout (4 weight)

## ADVANCED MOVES

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

### ARMORED

You ignore the clumsy tag on armor you wear.

### BASTION

When you **Defend someone you have a bond with**, you take +Bond armor forward. This is in addition to the armor bonus if they are your ward.

### BODYGUARD

When you **use your promise of protection as leverage**, you may Parley with CON instead of CHA, but on a hit they must become your ward until your promise is fully kept.

### BURNING BRIGHT

Choose a third thing that makes you burn with righteous anger.

### CRUSADER

Gain a non-multiclass move from the paladin playbook, except *Quest*.

### HELL'S GATE

When **your ward would take their Last Breath in your presence**, you may intercede with Death on their behalf. They will live for now, but Death will demand a favor or bargain from you in exchange.

### JUST BRING IT

When you use Make a Stand, if your foe attacks you, you also get +1 Payback.

### SHIELD BASH

When you **Hack and Slash while wielding a shield**, you may deal +1d6 damage. If you do, take -1 armor forward as well.

### SLEEP WITH ONE EYE OPEN

When you **stand watch for an entire night**, you always see anything approaching your camp in time to wake the camp and prepare a response, as if you had rolled a 10+ to Take Watch. However, doing this exhausts your vigilance; you lose the benefits of having a ward until you get a proper night's sleep, then you can choose a new ward.

### VIGILANT

Add these to the list of Discern Realities questions:

- How can I get my ward out of here?
- What here poses the greatest threat to my ward?

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

### AVENGING STRIKE

When you **spend a hold from Defend to deal damage**, you deal +1d4 damage and scar, mark, or diminish your target in some way, the GM will tell you how.

### BEACON OF HOPE

When you **make a stand against the darkness while in sight of your ward**, your ward holds 1 Payback, which they can spend just like you can.

### ETERNAL FLAME

If you are reduced to zero HP while you hold Payback, you keep fighting and don't take your Last Breath until you spend all your Payback. When you take damage when you are at zero HP, you lose 1 Payback.

### MIRROR SHIELD

While you **have a shield equipped**, add the following option to Defend:

- Redirect a spell or magical effect from the thing you defend to the ground, making it fizzle harmlessly

### PARAGON

Gain a non-multiclass move from the paladin playbook, except *Quest*.

### THE PEOPLE'S CHAMPION

*Requires: Just Bring It*

When you use Make a Stand, on a 12+ you fluster or intimidate your foe; you choose how they react from the list.

### SHIELD SLAM

*Replaces: Shield Bash*

When you **Hack and Slash while wielding a shield**, you deal +1d8 damage.

### SLEEP WITH BOTH EYES OPEN

*Replaces: Sleep With One Eye Open*

When you **stand watch for an entire night**, you always see anything approaching your camp in time to wake the camp and prepare a response, as if you had rolled a 10+ to Take Watch.

### RETRIBUTION

When you **have engaged a foe in melee and they break off or make an attack that doesn't include you**, you may deal your damage to them.

### YOU SHALL NOT PASS

Add the following option to Payback Time:

- Glare at an approaching enemy, stopping them dead in their tracks