

NAME

LOOK

Male: Alman, Doestre, Granthis, Feodor, Percival, Robert, Tanis, Ulfric

Female: Annalise, Hannah, Kyla, Lистраe, Rowena, Sin, Vancela, Zoey

Eyes – Curious, Keen, or Wary

Hair – Curly, Flowing, or Stylish

Body – Athletic, Lithe, or Wiry

Clothing – Fine Robes, Garish Garb, or Traveling Leathers

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
8 + CONSTITUTION

ALIGNMENT

CHAOTIC

Go your own way and are better off for it.

GOOD

Shepherd others through danger.

NEUTRAL

Protect yourself using guile or magic.

HOUSE

Choose an Elven or Human House. You were raised in this house and gain the associated benefit.

BONDS

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

_____ is a/an (elf/human) in whom I see a kindred spirit.

_____ suggests that I pursue magical study.

I made an uneasy friend in _____.

I shared stories with _____ and learned much.

Sometimes, _____ can be a lot to handle.

STARTING MOVES

BLEND RIGHT IN

You have spent years trying to fit in. When you **insinuate yourself into a social group**, roll +CHA. On a 10+, the group accepts you and you gain one clue or piece of information about your current situation. On a 7-9, the group reluctantly accepts you, but may remain wary of your presence.

CHOOSE YOUR WEAPON

You have received a special heritage weapon from one of your parents. Select either the Heirloom Sword move from the Human playbook or the Weapon of the Elves move from the Elf playbook.

MAGICAL HERITAGE

You have inherited some of the magical aptitude of your elven blood. When you **first encounter a magical effect**, take +1 when you try to discern its properties. When you **attempt to resist a magical effect**, take +1.

MULTICLASS DABBLER

Get one starting move from another class.

MULTIRACE DABBLER

Get one starting move from either the Elf or Human playbooks. Whichever you choose, you also count as that race for certain moves.

THE HALF-ELF

LEVEL

XP

GEAR

Your **Load** is 9+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight), and one trinket of your human or elven heritage (your design; 0 weight).

Choose your *armament*:

Fine Bow (near, far, 2 weight) and 3 ammo (1 weight)

Longsword (close, +1 damage, 2 weight)

Choose your *armor*:

Leather Armor (1 armor, worn, 1 weight) and shield (+1 armor, 2 weight)

Scale Mail Armor (2 armor, worn, clumsy, 3 weight)

Choose your *traveling equipment*:

Bandages (3 uses, slow, 0 weight) and Poultices and Herbs (2 uses, slow, 1 weight)

Potion of Healing (0 weight) and more adventuring gear (5 uses, 1 weight)

ADVANCED MOVES

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

BEAST EMPATHY

When you are **mounted**, take +1 to Defy Danger. Also, you can communicate with animals on an emotional level; you cannot speak with them, per se.

DEFT NEGOTIATOR

When you **take the lead in tense negotiations**, take +1 forward. On a hit, take +1 ongoing until the negotiation has been completed.

EVASION

When you **Defy Danger using DEX against a messy or area effect**, take +1. On a 10+, grant your allies the same bonus.

EYES OF THE WILD (REQ. ELVEN HOUSE)

When you **Take Watch in the wilderness**, take +1. If you miss, you are not surprised (but something else can happen...)

GIFT OF GAB

You are well-traveled and skilled at conversation with many different sorts of intelligent beings. When you **spend time in conversation with someone**, you can ask their player a question from the list below. They must answer truthfully; then, the player may ask you a question from the list below – which you must answer truthfully.

- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?
- What do you wish I would do?
- Whom do you serve?

In addition, when **returning to a settlement after some time away**, and you **spend time in gossip with the locals**, you learn what has changed since you were last there.

MIXED BLOOD, MIXED MIEN

Choose another alignment, either from this playbook or the playbook you chose for Multirace Dabblers. You can now mark xp for both conditions. You cannot choose diametrically opposed alignments (good and evil, lawful and chaotic).

MULTICLASS EXPERT

Get one move from another class. Treat your level as one lower for the purposes of selecting the move.

SANCTITY

When you **heal someone**, add +1d8 to the hit points healed.

STRONGER BLOODLINE

Gain another move from the playbook you selected for the Multirace Dabblers starting move. Treat your level as one lower for choosing the move.

TRAINED WARRIOR

With your heirloom sword or special elven longbow, increase your damage die to d8.

TWIN DESTINIES

If you chose an elven house, take +1 when you **Discern Realities in a wilderness setting**. If you chose a human house, when you **heal someone else**, add +1d4 to the amount healed. In either case, when you **take your Last Breath**, take +1 to the roll.

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

DEVOUT ARCHER

When you **add divine power to your arrows**, take a damage bonus equal to your WIS modifier. Your arrows can strike targets with the *insubstantial* special quality.

ELVEN WEAPON TRAINING (REQ. ELVEN HOUSE)

Despite your mixed-blood status, you have been trained in elven weapon traditions. Choose one:

- When you **attack with two melee weapons**, add the *piercing-2* tag to your attack.
- When you **volley and miss**, you may choose to put yourself in danger to re-roll.

EXPERT WARRIOR (REPLACES TRAINED WARRIOR)

The damage die for your special bow or heirloom sword increases to d10.

LUMINOUS EYES (REQ. EYES OF THE WILD)

While on **watch or traveling through the wilderness**, you cannot be surprised and you grant your allies +1 ongoing to deal with ambushes and other surprises.

MULTICLASS MASTER

Get one move from another class. Treat your level as one lower for the purposes of selecting the move.

MULTIRACE MASTER

Gain another move from the playbook you selected for the Multirace Dabblers starting move. Treat your level as one lower for choosing the move.

NOBLE SCION (REQ. HUMAN HOUSE)

You have discovered that you are secretly the child of a human noble. When you **first meet a human or someone who respects human nobility and choose to reveal this secret**, take +1 forward against them. You may be able to use this revelation as leverage in a Parley move.

POLYGLOT

You know all languages common to your land. In addition, you can speak with non-magical beasts found in your land.

SCION OF WAR

When you **attack using your special bow or heirloom sword**, roll two damage dice and apply them both to the same target or to two adjacent targets.

TURN THE CONVERSATION

When you **Parley and miss**, the GM will offer you a choice of additional cost or time required or to expose yourself to danger. If you accept this, you can re-roll this move.