

NAME

LOOK

Male: Barney, Caine, Grazz, Logan, Meat-Hook, Mordecai, Surly, Yancey

Female: Erzabet, Franka, Krea, Maura, Palka, Sybil, Trudy, Ursula

Eyes – Brave, Menacing, or Unsettling

Hair – Braided, Shaven, or Unkempt

Body – Buff, Sinewy, or Tattooed

Clothing – Crude Hides, Rough Tunic, or Stolen Garb

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



CURRENT
MAX

YOUR MAX HP IS
8 + CONSTITUTION

ALIGNMENT

CHAOTIC

Use the threat of violence to get what you want.

EVIL

Impose your will to put someone in danger.

NEUTRAL

Achieve a personal goal without anyone's help.

STARTING MOVES

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 Orcish Weapon Training move from the Orc playbook.

HERITAGE OF VIOLENCE

You never quite fit in and had to resort to violence to get what was yours. When you **Parley with someone**, you may roll + STR as intimidation. Your leverage is the threat of violence.

MULTICLASS DABBLER

Get one starting move from another class.

MULTIRACE DABBLER

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

ON THE OUTSKIRTS

From a life spent on the outskirts of civilization, you know how to find what you need. When you **spend some time lurking outside the settlement**, roll + WIS. On a 10+, choose 2. On a 7-9, choose 1.

- Acquire some gear that was cast aside. Add 2 uses of adventuring gear.
- Come upon a clue that pertains to your current situation.
- Hunt game. Add 2 dungeon rations.

CLAN OR HOUSE

Choose a Human House or Orcish Clan. You were raised in this house or clan and gain the associated benefit.

BONDS

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

_____ always offers to help. Do they think me to be weak?

_____ knew one of my parents.

_____ tries my frayed patience.

I doubt that _____ is strong enough to fight alongside me.

THE HALF-ORC

LEVEL

XP

GEAR

Your **Load** is 11+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight), and one trinket of your human or orcish heritage (your design; 0 weight).

Choose your *armament*:

- Battleaxe (close, +1 damage, 2 weight)
- Maul (close, forceful, 2 weight)

Choose your *armor*:

- Hides and Leather (1 armor, worn, 1 weight)
- Loincloth (0 weight) and Shield (+1 armor, 2 weight)

Choose your *traveling equipment*:

- Dagger (hand, 1 weight) and Potion of Healing (0 weight)
- Club (close, 1 weight) and Poultices and Herbs (2 uses, slow, 1 weight)

ADVANCED MOVES

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

AT HOME IN THE WILDS

When you **Undertake a Perilous Journey**, take +1 to any role you accept. If you are the scout and score a 10+, grant your allies +1 forward against a creature you surprise.

BAD COP

When you **intimidate someone and they refuse to bow to your will**, take +1 ongoing against them until one of you is defeated or capitulates.

BEAST EXPERT

When you **Spout Lore regarding a creature**, roll using WIS instead of INT.

BEAT-DOWN

When you and an ally **team up against a weaker opponent**, you both take +1 to damage rolls. Defeating this opponent grants you a +1 forward against a like foe.

MASTER OF THE OUTSKIRTS

Add the following options to your On the Outskirts move:

- Find a lost treasure. Add 10 coins.
- Shepherd a lost traveler back to the settlement. Take +1 forward when dealing with the citizenry.

METTLE

When you **Defy Danger using STR or CON**, on a hit, you also recover 1d4 Hit Points.

MIXED BLOOD, MIXED MIEN

Choose another alignment, either from this playbook or the playbook you chose for Multirace Dabbler. 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.

NOBLE SAVAGE

You combine the nobility of your human heritage with the savagery of your orcish blood. Take +1 when you **heal or comfort your allies** and take +1 when you **attempt to ambush or surprise an enemy**.

STRONGER BLOODLINE

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

TASTE OF DEATH

When you **kill an enemy**, take +1d4 forward to damage.

TWIN DESTINIES

If you chose a human house, when you **heal someone else**, add +1d4 to the amount healed. If you chose an orcish clan, when you **attack the most powerful enemy present**, add +1d4 damage. 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.

BACK FROM THE BLACK GATE

When you **score a 7+ on Last Breath and you return to the land of the living**, take +1 forward against whatever almost killed you. When you **slay this enemy**, take +1d4 ongoing to damage until all of the enemies present are dead.

BATTLE-TESTED (REPLACES METTLE)

When you **Defy Danger (using any ability score) in combat**, on a hit, you recover 1d6 Hit points.

DEFIANT

When you are **healed**, take +2 armor forward.

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 Dabbler starting move. Treat your level as one lower for choosing the move.

SENSE WEAKNESS (REQ. BEAST EXPERT)

When you **Spout Lore regarding a creature**, on a hit, you know the creature's weakness. While you **attack this creature**, your weapon adds the *piercing-2* tag.

TAKE COMMAND

When you **take command of your allies in combat**, roll + WIS. On a 10+, hold 3. On a 7-9, hold 1. During combat, spend your hold to grant an ally:

- +2 armor forward
- +1 forward to Defend
- 1d8 hit points healing

WANDERER OF THE BADLANDS

When you **Undertake a Perilous Journey and are the trailblazer**, take +1. On a hit, reduce the time required as if you had rolled a 10+ and grant allies in other roles +1 forward.

WORSE COP (REQ. BAD COP)

While you **have the bonus from Bad Cop**, also take +1d4 damage against them.

ZONE OF BLOOD

When you **stand your ground in defiance of an enemy larger and more powerful than you**, roll + CON. On a hit, your enemies are temporarily terrified and may take any of the following actions: attack you, flee, freeze in terror, or take defensive positions (GM's choice). On a 10+, you gain +3 armor forward. On a 7-9, you gain +1 armor forward. If you slay an enemy during your next move, the armor bonus continues forward.