

# NAME

**HUMAN** : EUGEN, DANIEL, PHILLIP, MAGNUS, BIRGER, JOHAN, THADIUS, SAMSON, DERRICK

**ELVEN** : LLETHEN, ELLILITHIN, LAIMIUS, THEDIS, PROESLIEAN, MELIENEIN, ALLILLITH, TRIST

# LOOK

**JUDGING EYES, WARM EYES, APATHETIC EYES  
LITHE BODY, ATHLETIC BODY, WARPED BODY  
FINERY, NICE ROBES, OBVIOUS ARMOR  
TAILORED HAIR, BALDING, HELMET**

ASSIGN THESE SCORES TO YOUR STATS : 16 (+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA	Score	Mod
<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	1-3	-3
						4-5	-2
						6-8	-1
						9-12	0
						13-15	+1
						16-17	+2
						18	+3

**DAMAGE** **ARMOR** **HP** Max HP is 8 + Con

## ALIGNMENT

- GOOD** : Use your authority to help someone who cannot help you.
- LAWFUL**: Demand your rights as royalty
- EVIL** : Subjugate peons

## RACE

- HUMAN** : At the end of each session the player who in your opinion has been most helpful TO YOU marks XP
- ELVEN** : You may choose to add the 'elven' tag to your family steading.  
You intrinsically know and may cast a single level one spell chosen at character creation. Roll + int to cast  
On a 10 + you cast and retain the spell on a 7-9 you cast the spell but lose it until after the next time you rest  
On a 6 or less something bad happens

## BONDS

\_\_\_\_\_ needs to be put in their place

\_\_\_\_\_ is an asset and I must have them swear loyalty

The leadership style of \_\_\_\_\_ intrigues me and I will learn to emulate them

The way \_\_\_\_\_ rejects authority must be changed.

## STARTING MOVES

### I AM MY FATHER'S SON :

Your father rules a steading including a few dozen villages, a handful of towns and a city. Choose one of the following as the average condition throughout the steading :

- Poor, Steady Population, Guards, Safe, History, Oath (very loyal to your father)
- Wealthy, Booming, Militias, Need \_\_\_\_\_, Market, Lawless
- Moderate Prosperity, Growing Population, No Defenses, Resource \_\_\_\_\_
- Rich, Steady Population, Guarded, Divine Power, Religion \_\_\_\_\_, Oath (\_\_\_\_\_, the religion's leader)
- Dirt Poor, Growing Population, Battalions of Men-at-Arms, Need (food), Enmity \_\_\_\_\_ Personage (General \_\_\_\_\_)

The GM will also pick one thing from this list:

Blight \_\_\_\_\_ Need \_\_\_\_\_  
Enmity \_\_\_\_\_ Oath \_\_\_\_\_

### DO YOU KNOW WHO I AM?

When you invoke your heritage in civilized lands you can use it as leverage to parley. In your father's steading take +1 ongoing to parley checks.

### ROYAL PRESENCE

When you wine and dine with someone, ask any one person present a dangerous or significant question. NPCs must answer honestly if they can. Players receive XP if they answer fully and honestly.



# THE HEIR

LEVEL \_\_\_\_\_  
XP \_\_\_\_\_

## GEAR

Your Load is 9 + STR. You start with Fine Rations (5 uses, 2 weight) and 200 gold.

- Choose your weapon :
- Short Sword (CLOSE, 1 WEIGHT) and Shield (+1 ARMOR, 2 WEIGHT)
  - or
  - Dueling Rapier (CLOSE, PRECISE, 2 WEIGHT)

Choose your armor :

- Custom Fitted Chainmail (1 armor, 1 weight)
- or
- Platemail bearing your father's crest (3 armor, prevents casting, clumsy, 4 weight)

Choose One :

- Two antitoxins (0 weight)
- 100 gold
- A ring with your family seal (0 weight)
- Adventuring Gear (5 uses, 1 weight)

## ADVANCED MOVES

WHEN YOU GAIN A LEVEL FROM 2-5, CHOOSE FROM THESE MOVES

### **SCHOOLED IN THE ART OF COMBAT**

You've been taught the art of dueling. When not swarmed by enemies take +1 to hack and slash rolls.

### **MASTER OF THE HUNT**

Hunting is the finest sport. Within your father's steading no man or beast may hide from you for long.

### **EQUESTRIAN**

A team of horses from your father's nearly endless stables are at your command.

### **LEARNED RULER**

The next time you spend any significant time ruling within the steading add a new tag to its description or change the Prosperity, Population or Defenses one step.

### **I BASICALLY OWN IT ALL ANYWAY.**

When in your father's steading you may legally take anything from anyone.

### **WHAT IS A LEADER WITHOUT SERVANTS?**

You have a team of three self-sufficient lackeys, devoid of initiative but loyal. In addition to polishing your gear, acquiring mundane supplies for you, running messages, and any other simple tasks you assign, each carries up to six additional weight. If they die your father could be convinced to replace them.

### **TUTORED EDUCATION**

When making a Spout Lore move, on a 6 or less treat the roll as a 7-9 instead

### **DIPLOMATIC**

When in a non-hostile country choose whatever results you would like on all 'outstanding warrants' checks, and hold one bolster every time you make camp.

### **A TRUE LEADER OF MEN**

Other heroes take +1 forward after obeying orders that you give them. If they swear fealty to you your aid actions provide a +2 bonus instead of the normal +1 to them and their aid actions provide +2 to you as well.

WHEN YOU GAIN A LEVEL FROM 6-10 CHOOSE FROM THESE MOVES OR FROM THE 2-5 LIST

### **SUPREME RULER**

The next time you spend any significant time ruling within the steading add a new tag to its description or change the Prosperity, Population or Defenses one step.

### **DIPPING IN THE KITTY**

You receive a fraction of the tax income of your family steading. The GM will tell you how much. It may vary over time, based on the prosperity or suffering within your lands.

### **ARMORED**

You ignore the clumsy tag on any armor you wear.

### **READER OF MEN**

When discerning realities you may also choose to ask the GM "How do I get them to do what I command?"

### **ENEMY OF THE KING**

When you hack and slash, anyone else targeting that enemy deals +1d6 damage.

### **I CLAIM THIS LAND!**

When you publicly and loudly proclaim the land under your feet in the name of your family it becomes part of your steading. This will almost certainly attract attention and aggression.

### **I RULE BY DIVINE RIGHT**

Take a bond with your deity. As long as they are not displeased with you, you gain access to a single level one cleric spell (not cure light wounds) that you may cast without rolling.

### **IT'S GOOD TO BE THE KING**

Take the throne. Retire this character. the GM will almost certainly call on you, the player, to narrate how the steading is run and to dictate ongoing matters of policy, politics, and war. Create a new character.