

NAME

LOOK

Male: Arthur, Jason, Galahad, Lancelot, Robin, Roland, Tristan, Ulysses

Female: Alice, Gwen, Helen, Lara, Leia, Marian, Persephone, Xena

Eyes – Courageous, Feisty, or Wise

Hair – Bald, Helmet, or Short

Body – Athletic, Portly, or Thin

Clothing – Armored, Commoner, or Robes

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**
Put yourself in danger to protect the community.
- LAWFUL**
Risk your life in pursuit of justice.
- NEUTRAL**
Act solely for personal glory.

STARTING MOVES

- ARMORED**
You ignore the *clumsy* tag on armor you wear.
- DIVINE INSPIRATION**
Name the god you follow and describe its power. When you **call upon your deity for aid, information, or sanctuary**, roll + WIS. On a 10+, your deity answers the call; choose a boon from the list below. On a 7-9, your deity requires a sacrifice before granting you the boon; the GM will tell you what.
 - A mark of divine authority appears; describe it
 - Add +1d4 damage forward
 - Take +1 armor forward
 - Take +1 forward to Spout Lore
 - Your next successful Aid grants a +2 bonus (instead of +1)

HOUSE

- ELDERSIGN**
When you **successfully call upon your deity for a boon**, a mark of divine authority appears in addition to other effects.
- FIREGUARD**
Add the *messy* tag to any weapon you wield and take +1 to your damage.
- SILVERCROWN**
When you **heal someone**, take +1 forward to your next move involving this character.

- HEIRLOOM SWORD**
You have inherited a sword associated with your bloodline. This is a magical weapon that has special powers when in your hands. When you **wield this sword**, add +2 to your damage. When you **miss on a Hack and Slash move while wielding this sword**, you can choose to take 1d8 damage in lieu of another consequence.
Choose one of these enhancements:
 - It glows in the presence of (name a creature type).
 - It has a keen edge. Add the *piercing-1* tag.
 - It strikes resounding blows. Add the *forceful* and *two-handed* tags and add +1 weight.

BONDS

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

_____ has proven to be an honorable person.

_____ may be an unwitting servant of the gods.

I admire the zeal _____ shows.

I suspect that _____ may have an ulterior motive. What is it?

- MULTICLASS DABBLER**
Get one starting move from another class.
- NOBLE SPIRIT**
When you have **fulfilled your alignment condition to mark xp**, take +1 ongoing to rolls when interacting socially until your next rest. When you **take time to care for a wounded ally**, roll + CHA. On a 10+, the target immediately heals 1d6 hit points. On a 7-9, when they take a few moments to rest, the target heals 1d6 hit points.

THE HUMAN

LEVEL

XP

GEAR

Your **Load** is 11+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight), your heirloom sword (close, +1 damage, 2 weight), a sign of your deity (describe it; 0 weight), and a pouch containing 10 coins (0 weight).

Choose your *armament*:

- Crossbow (near, +1 damage, reload, 3 weight) and 3 Ammo (1 weight)
- Warhammer (close, 1 weight)

Choose your *armor*:

- Leather Armor (1 armor, worn, 1 weight) and Shield (+1 armor, 2 weight)
- Scale Armor (2 armor, worn, clumsy, 3 weight)

Choose your *traveling equipment*:

- 2 Potions of Healing (0 weight)
- Bandages (3 uses, slow, 0 weight) and more Adventuring Gear (5 uses, 1 weight)

ADVANCED MOVES

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

AUTHORITY FIGURE

When you are **marked with divine authority**, take +1 to social moves interacting with those who respect your faith. If you impose your will against these subjects, they must obey your commands, flee, or attack you (GM's choice).

CAVALIER

When you are **mounted and equip a spear or lance**, roll twice for weapon damage and choose either result.

COMBAT HORSEMANSHIP

When you **engage in mounted combat**, take +1 to damage. When you **Defy Danger while mounted**, take +1.

HANDS OF HEALING

When you **heal someone else**, add an extra die of the same type.

NOBLE SACRIFICE

Increase the amount healed by your Noble Spirit to d8. If you get a 7-9 result on Noble Spirit, you may immediately heal the target, but you take the damage yourself (transfer the amount rolled from your hit point total to heal the target).

MULTICLASS EXPERT

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

PENITENT

When you **take damage and embrace the pain**, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to aid or protect an ally.

SHIELD BASH

When you **equip a shield and Hack and Slash**, add +1 to your damage rolls and add the *forceful* tag to your attack.

VOW

When you **make a solemn vow to an authority figure**, state what you will do. While you take actions that directly pursue this goal, take +1 ongoing. The GM will determine which actions qualify for this bonus. When you have satisfied your vow, mark 1xp.

WEAPON OF DIVINE RIGHT (REQ. HEIRLOOM SWORD)

Your heirloom sword is further imbued with the powers of your bloodline. When you **wield your sword to defy an overwhelming force**, take +1 to Defend. Should you ever lose your sword, you can summon it back to your hands.

At the beginning of the subsequent session, you may take time to describe the weapon and its heritage. If you do, mark 1xp.

WELL-ROUNDED []

Choose a move that applies an ability score for which you have no bonus. Take +1 to rolls for this move. You may not choose Defy Danger.

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

CROWN OF DESTINY (REQ. VOW)

When you or an ally in your presence **takes their Last Breath**, add +1 to the roll. On a hit, you or the ally may make a Vow to satisfy Death (for now).

DEUS EX MACHINA

Your god answers your prayers.

House Eldersign: Your mark of divine authority frightens your enemies.

When you **move against them**, on a hit, they flee your sight.

House Fireguard: Your heirloom sword is engulfed in holy fire. When you **slay an enemy with this weapon**, recover 1d6 hit points.

House Silvercrown: You are a beacon for the light. When an ally in your presence **takes his Last Breath and misses**, you may put yourself in danger to allow them to re-roll.

DEVOTED SERVANT OF THE GODS

When you **demand your deity's intervention**, make a sacrifice and roll + WIS. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold to gain a boon:

- **Damnation**: Your designated target takes -1 forward to a move related to your deity's power or takes -2 damage forward.
- **Knowledge**: The GM must answer one question truthfully.
- **Power**: Immediately cast any Cleric spell of your current level or less. You decide the target and any other variables.
- **Sanctuary**: You or an ally takes +1 forward to a move relating to the deity's domain.

On a miss, your deity ignores your pleas until you achieve a significant goal according to your deity's power (GM's discretion).

LEADER'S DIRECTIVE (REQ. VOW)

When you have **taken a Vow and lead others in an effort directly related to what you have sworn to do**, grant those you lead the bonus you receive from Vow.

MULTICLASS MASTER

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

NOBLE MARTYR (REPLACES NOBLE SACRIFICE)

Increase the amount healed by your Noble Spirit to d10. On a 7+, you may choose to immediately heal 2d8 damage to one target or 1d8 damage to two targets, but you take 1d8 damage (ignores armor) in either case.

NOBLE STEED

A celestial mount comes to you and serves as your steed. Your mount can fly, but will only carry you and a modest amount of gear. While on this steed, add +1 to your damage rolls.

SHIELD CHARGE (REQ. SHIELD BASH)

When you **equip a shield and charge into battle**, take +1 forward to armor and to your Hack and Slash roll. On a 10+, roll twice for damage and take the better result.

TALL IN THE SADDLE

Increase the damage bonus from Combat Horsemanship to +2. When you **Defy Danger on horseback and score a 10+**, you gain advantage on your enemy and take +1 forward.

WEAPON OF DESTINY (REQ. HEIRLOOM SWORD)

Gain one more enhancement to your heirloom weapon. Also, your heirloom weapon can damage enemies with the *insubstantial* special quality.