

Name

Race

Look

Choose a name or make your own:

Cain, Samuel, Hrun, Yarg, Conan, Solomon, Maine, Gilgamesh, Archimonde, Charles, Garrosh, Vulcrum Garth, Lisanna, Alexander, Toguro, Reiner

Choose a race or make your own:

Human, Elf, Dwarf, Minotaur, Half-Giant Lizardfolk, Orc, Half-Ogre, Hobgoblin Tiefling, Catfolk, Centaur, Aasimar, Naga

Choose one for each or make your own:

Glowing eyes, one large eye, crazy eyes, _____ Scarred head, two-headed, huge helmet, _____ Ripped clothes, large robes, armor only, _____

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

Strength Dexterity Constitution Intelligence Wisdom Charisma

STR DEX CON INT WIS CHA

Damage



Armor



HP



Your Max HP is 30

Drive

Choose one drive.

ACCEPTANCE

Be accepted by those who would fear you.

RENOWN

Display your power to a large crowd.

VENDETTA

Destroy someone (or something) you have taken grievance with.

Background

Choose one background.

AVATAR

You have imbued the power of a long forgotten god. You can **Defy Danger** with CON to resist any magical or psychic effects.

CONSTRUCT

You are not made of flesh and bone. You do not need to eat, drink, sleep, or breathe.

MUTANT

Your body is hideously mutated, giving you inhuman durability. When you successfully **Make Camp**, you always heal to max HP, and can even regenerate any lost limbs.

Bonds

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

- _____ is puny, they need my protection.
- _____ befriended me when no one else would.
- _____ fears me for good reason.
- _____ ways confuse me, I shall learn from them.

Starting Moves

You start with these moves:

UNSTOPPABLE FORCE

When you **gain momentum and charge through any obstacles in your way** (walls, barriers, men), roll+STR. Nothing can stop you, your momentum **always** carries you through.

*On a 10+: You smash through with no problems, anything in your way takes damage.

*On a 7-9: As a 10+ but with complications. **Choose 1.**

- That hurt. Take damage.
- You overexert yourself. Become **Weak** until you have a moment to rest.
- The momentum takes you out of position, putting you in a spot.

YOUR PUNY WEAPONS CANNOT HARM ME

When you **deliberately ignore an attack and let it hit you**, roll+CON.

*On a 10+: **Choose 2**

*On a 7-9: **Choose 1**

- Gain +5 **armor** against the attack.
- Your enemy is totally open after the attack, you can grab or attack them if they are in range.
- Your opponent's weapon shatters against you.

GRAB

You are large and fearsome. A single one of your hands is often enough to firmly hold onto the average sized person. When you **attack an opponent your size or smaller**, you may grab hold of them instead of dealing damage. Only the strongest of opponents can break out of your iron grip.

FLING

When you **throw something or someone you are holding**, roll+STR.

*On a 10+: It hits where you intended, dealing damage to the thrown thing and anything it hits.

*On a 7-9: As a 10+ but with complications. **Choose 1.**

- The throw was off, it doesn't quite hit what you were aiming for.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.



The Juggernaut

Level

XP

Your load is 14+STR. Your starting gear is:

- Oversized Leather Armor (1 armor, 1 weight)
- Dungeon Rations (5 uses, 1 weight)
- Your Giant Fists (*Close, Hand, Forceful*, 0 weight)

Choose two supplies:

- 3d8 coins.
- Keg of Fine Stout (4 weight)
- Bandages (3 uses, 0 weight)
- Two extra Dungeon Rations (5 uses, 1 weight)
- Oversized Cloak (0 weight)

Advanced Moves

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

IS THAT ALL YOU GOT

When you **suffer from a debility, condition, or restraint and act in spite of it**, roll +CON.

***On a 10+**: Completely ignore all debilities, conditions, and restraints upon you for several minutes.

***On a 7-9**: Completely ignore all debilities, conditions, and restraints upon you for the duration of a single move.

***On a 6-**: Things get worse. Take **-1 forward**.

DON'T YOU KNOW WHO I AM

When **rolling for Outstanding Warrants**, you always count as having rolled a 10+. Additionally when you **Parley with someone smaller than you and attempt to make them back down or leave you alone**, you roll+STR instead of CHA.

YOU WON'T LIKE ME WHEN I'M ANGRY

When you **Fling someone that has dealt you damage or really pissed you off**, they will regret what they did. They take **double damage** from the **Fling**.

IRON GIANT

You protect those that truly matter to you. When you **take this skill**, choose one ally you have a bond with. You are considered to have double the amount of bonds with that character as listed on your character sheet. Additionally, whenever you **roll to Defend that ally**, gain **+1 Defense**, even on a 6-.

When you no longer have any bonds with that ally, you may re-choose an ally you have a bond with.

CRUSH

When you **squeeze the life out of an enemy you are holding**, roll twice for damage, picking the highest result. If they live, reduce their armor by 2 until they repair it.

LET ME HELP WITH THAT

When you **Fling a willing ally you are holding**, they don't take any damage unless you roll a 6-.

FEE-FI-FO-FUM

You can break bones, tear off limbs, and leave your opponents mangled. All of your attacks gain the *Messy* tag.

IMMOVABLE OBJECT

The *Forceful* and *Messy* tags do not work against you.

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

I AM THE ALPHA

When you **enter combat**, you may roll+CHA.

Your enemies immediately identify you as their biggest threat and will target you if possible. Additionally:

***On a 10+**: Gain **+2 armor** against their attacks.

***On a 7-9**: Gain **+1 armor** against their attacks.

I'M THE JUGGERNAUT!

When **rolling for Your Puny Weapons Cannot Hurt Me**, instead of choosing to gain +5 armor against the attack, you may choose to gain **+10 armor** against the attack.

FACE, MEET GROUND

When you **smash a held enemy into the ground**, they don't look so good. They take 2d8 damage, but are no longer in your hold.

NOBODY MAKES ME BLEED MY OWN BLOOD

When a **closeby enemy smaller than you damages you while one of your hands is free**, you may immediately grab them.

EVEN THE GROUND FEARS ME

When you **smash your fists into the ground**, the earth trembles, roll+STR.

***On a 10+**: Everyone in the area is knocked over and disoriented.

***On a 7-9**: You are also knocked down.

I SHALL PASS

When **using Unstoppable Force**, if you take damage, take half instead.

STICKS AND STONES CAN'T BREAK MY BONES

Gain **+1 armor**.

MY MIGHT IS UNMATCHED

When you **roll a 10+ on Your Puny Weapons Cannot Hurt Me and the attacker is smaller than you**, the attacking enemy and any enemies weaker than them are *Terrified*. They flee if they can.

GROUP HUG

Requires: Crush

When you **hold multiple smaller enemies at once**, you may squeeze them all together. Apply **Crush** to each held enemy.