

Name

Look

Human : Alonso, Joxer, Joan,
Didymus, Reginald, Zapp
Halfling : Brown Tom, Cardigan,
Pumpnickel, Brightfoot

Old Eyes, Tired Eyes, Crazy Eyes
Thinning Hair, Unkempt Hair, Very Very Tidy Hair
Frail Body, Pudgy Body, Young Body, Wrinkly Body
Outdated Clothes, Peasant's Clothes, Worn Noble's Clothes

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

Strength

Weak -1

dexterity

Shaky -1

constitution

Sick -1

intelligence

Stunned -1

wisdom

Confused -1

charisma

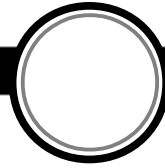
scarred -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

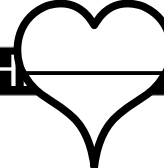
Damage



Armor



HP



Max HP is 12 + Con

Alignment

starting moves (CON'T)

Good : Endanger yourself to protect someone weaker than you.

Lawful : Fulfill a promise to protect someone during a dangerous journey or situation.

Race

Human : When you have been defeated by an opponent, you take +1 Armor against their future attacks until you have defeated them.

Halfling : When you refuse to quit in the face of a challenge based on your diminutive size, take +1 forward.

BONDS

_____ gave me food and shelter when I had nothing.

_____ 's ways are strange and confusing.

_____ 's beauty is rivalled only by my own charge.

_____ is always getting in trouble – I must protect them from themselves.

Fool's Grace

You have an overabundance of Luck. When you make camp, reset your Luck to 3. When you roll and miss, you may try again by rolling +LUCK. Take the second result, and if it is a hit, explain how you succeeded only through sheer luck. Then reduce your luck by 1. When your Luck is 0, you may no longer rely on your luck until you camp.

Swinging at Windmills

When you devote yourself to someone only vaguely willing, or embark on an epically unwise quest or fool's errand, describe your goal :

- Defend _____ from a terrible danger .
- Discover the truth about _____ and reveal it.
- Defeat _____, in honour of _____.

Then choose up to two boons:

- The uncanny draw to an important location.
- A freedom from sleep.
- Senses that can tell magic from the mundane.
- Senses that pierce lies.
- Allies in unexpected places.
- A voice that transcends language.

The GM will then tell you what additional restriction is required of you to maintain these boons:

- Austerity (forbidden: temporal wealth in any form).
- Hospitality (required: comfort to those in need, no matter who they are).
- Judgment (forbidden: suffering an evil creature to live).
- Truth (forbidden: lies)
- Honor (forbidden: cowardly tactics and tricks)
- Reverence (required: espousal of a great beauty)

Starting Moves

Feigned Competence

When you wear armour with the Clumsy tag, replace it with the Awkward tag.



Knight Errant

Level
XP

Gear

Your Load is **10 + STR**. You start with your clothes, a backpack, a torch, some dungeon rations (5 uses, 1 weight)

Choose your defenses:

- Tragically mismatched plate armour (2 armour, 3 weight, Clumsy)
- A dusty old helmet and shield from your mantelpiece (+1 armour, 2 weight)

Choose your weapon:

- The antique sword from your mantelpiece (close, +1 damage, 2 weight)
- A great lance, a little too big for your own good (reach, 1 weight)

Choose 2:

- A scrawny old horse
- Adventuring gear (5 uses, 1 weight)
- An antiquated mark of your knightly status (maybe an ostentatious plume, or an old official mark on your shield)
- 13 coins
- 2 healing potions (or at least you think they're healing potions)
- The handkerchief of a "great beauty"

Advanced Moves

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

- Trusted Squire**
You have a trusty sidekick or partner, who supports you in all that you do. Describe them and give them a name. They count as a hireling with loyalty +2 and skill points equal to your level+1, with your choice of skills, plus one of the following abilities:
 - When they help you defend, you get +1 hold.
 - When they help you defy danger, take +1.
 - When they help you fight, you deal +1d4 damage.
 - When they help you parley, take +1.They do not have their own HP. When they take damage, lower your own HP. If you die or refuse Death's bargain, your squire can sacrifice their own life so that you may live. If your Trusted Squire dies the move Oath of Enmity is triggered automatically against whoever you see as most responsible. The move is triggered even if you haven't chosen it.
- Lucky for You!** (Requires: Fool's Grace)
After you take damage that was intended for someone else, you get +1 Luck.
- Intervene**
When anyone within your reach is subject to an offensive move, you may intercept it without spending Defend hold. The move affects you instead of the intended target.
- Loyal Guardian**
When you take a hit meant for someone else, take +2 armour towards that hit.
- Beaten, But Unbroken**
When you take damage, you can grit your teeth and accept the blow. If you do, you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.
- Charge!**
When you lead the charge into combat, those you lead take +1 forward.
- Voice of Authority**
Take +1 to order hirelings
- Oath of Enmity**
When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.
- A Fool and His Money**
When you pay too much for something, the GM will tell you something useful and interesting about the item you bought, and you take +1 forward when using it—even though you were swindled.
- The Mouths of Babes**
If you blurt out whatever comes into your head when you spout lore, take +1 to your roll.

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

- Divine Authority** (Replaces: Voice of Authority)
Take +1 forward to order hirelings. Also, on a 12+, the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.
- Ever Onward** (Replaces: Charge!)
When you lead the charge into combat, those you lead take +1 forward and +2 armour forward.
- Helpful Guardian** (Requires: Loyal Guardian)
When you take a hit meant for someone else, you provide an opening. They can take +1 forward toward the enemy who attacked them.
- So, We Meet Again**
When you encounter a foe who defeated you previously, say what you have learned since then and spend up to 3 XP to prove it. Then roll+XP spent.
On a 10+, ask the GM two questions about your foe and take +1 ongoing when acting on the answers.
On a 7-9, ask one.
On a miss, you have learned nothing!
Whatever you roll, if you are the victor this time, take back 1 XP that you spent.
- Indomitable**
When you suffer a debility (even through Beaten, But Unbroken), take +1 forward against whatever caused it.
- Grasping at Straws**
You may take a move that fits this class from any other class playbook. Explain why it fits.
- Resourceful Fool** (Requires: Grasping at Straws)
You may take another move that fits this class from any other class playbook. Explain why it fits with the other one.