

# NAME




Dwarf: Duri, Fulgrim, Gilnil, Glimma, Moggrim, Mornia, Thradin, Tymar  
Human: Adalric, Gastrius, Hugo, Meredith, Organa, Rose, Victoria, William

# LOOK

Cunning Eyes, Hopeful Eyes, or Innocent Eyes  
Athletic Body, Fat Body, or Handsome Body  
Cropped Hair, Stylized Hair, or Fancy Hat  
Merchant's Clothes, Noble's Clothes, or Pauper's Clothes

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

- LAWFUL**  
Lead others to uphold the great law of the land
- GOOD**  
Lead others to undertake just ends
- EVIL**  
Lead others to undertake nefarious ends
- CHAOTIC**  
Lead others to incite upheaval and break order

# STARTING MOVES

## COMMANDING SHOUT

When you bark orders, shout out plans, or direct a plan of action roll +INT. \*On a 10 + hold 3. \*On a 7-9, hold 1. Hold may be spent 1 for 1 to:  
Rally Fervor: Allow an ally to deal +1d4 damage  
Rally Vigor: Allow an ally to heal 1d4 damage  
Rally Fortitude: Allow an ally to ignore the effects of a debility momentarily  
Rally Courage: Allow an ally to ignore the effects of fear momentarily

## WORDS OF POWER

When you attempt to take charge of a social situation, convince someone, or show personal authority roll +CHA. \*On a 7-9 the GM chooses one. \*On a 10+ the GM chooses one and you and your allies take +1 forward against them.

- \*Do what you say or agree to your viewpoint
- \*Disagree entirely, but see your point regardless
- \*Back away cautiously, abandon hostility, or flee
- \*Attack out of desperation or goading

## CHAMPION

When you lead allies in a cause, all of you take +1 forward.

## BORN LEADER

When you aid another, you may roll +CHA instead of +BOND

# RACE

- DWARF**  
You are an example of patience and wisdom. Whenever you would normally have -1 forward, roll +WIS. On a 10+ you ignore the penalty.
- HUMAN**  
You are the result of many trials and tribulations to learn what you know. You gain +1 when utilizing Spout Lore for a tactical advantage.

# BONDS

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

- \_\_\_\_\_ was led by me in the past to glory and riches
- \_\_\_\_\_ was led by me in the past to failure
- \_\_\_\_\_ has great potential to learn from a true leader
- \_\_\_\_\_ is hopeless, but I will do what I can to guide them to their fullest potential
- \_\_\_\_\_ is aware of some of my secrets on the way to great leadership, for better or worse



# THE LEADER

LEVEL   
XP

# Gear

Your load is 8+strength. You start with a symbol of leadership and dungeon rations (5 uses, 1 weight).

Choose the following:

## Choose a Defense

- Chainmail (1 armor, 1 weight)
- Shield (+1 armor, 2 weight)

## Choose Your Armaments

- Warhammer (close, 1 weight)
- Longsword (close, 1 weight)

## Choose One

- Adventuring Gear (1 weight) and Dungeon Rations (5 uses, 1 weight)
- Healing Potions (0 weight)

# Advanced Moves

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

## SETUP STRIKE

When you attack to create an opening for an ally or work to distract an opponent roll +INT. \*On a 10+ the ally gets to make an attack without any consequence. \*On a 7-9 they make the attack but choose 2 from the following:

- \* The attack is poorly executed and barely effective
- \* The attack doesn't bring undue attention to the Leader
- \* The attack doesn't bring undue attention to the ally

## LOYAL FOLLOWERS

You gain a small number of hirelings who have come seeking glory under your banner or guidance. You have a pool of 12 points of which to build 1 to 3 hirelings. Each hireling you create can only start with one skill.

## LEAD BY EXAMPLE

For each challenge you overcome as the clear leader or source of motivation, hold 1 Renown. You may spend Renown 1 for 1 to:

- \* Gain a needed item, but at a cost
- \* Gain the aid of a needed ally, but with a favor owed
- \* Gain +1 to Carouse

## COMMANDER'S TONE

When successfully using Commanding Shout, you may take 1 additional hold

## READ THE BATTLEFIELD

When you discern realities in combat, you may give +1 forward to an ally

## UNYIELDING

When fighting in the thick of combat alongside allies take -1 damage

## TEAMWORK

When you aid another, they take an additional +1 forward

## SHAKE IT OFF!

Rally Vigor heals +1d6 damage instead of +1d4

## YOU HAVE MY AXE!

Rally Fervor deals +1d6 damage instead of +1d4

## BATTLEFIELD SCHOLAR

Choose a move from a playbook no one else is playing.

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

## LEADER OF MEN

You gain an additional hireling for free, built on 4 points

## UP THROUGH THE RANKS

One of your hirelings can be upgraded to a loyal follower. The hireling gains a second skill at +2. You no longer have to roll to send them into a dangerous situation.

## BATTLEFIELD MASTER

**(Replaces Read the Battlefield)**

When you discern realities in combat you and an ally gain +1 ongoing

## EXAMPLAR OF LEGEND

You may risk Renown on a publicly known challenge or task. You may bet up to half of your current Renown on your success. Should you succeed you gain double the Renown bet. Should you fail, you lose all the Renown you bet and take -1 ongoing to hireling rolls until you atone for the failure.

## UNBREAKABLE

**(Replaces Unyielding)**

When fighting in the thick of combat alongside allies, you and each ally nearby take -1 damage.

## WOLF PACK TACTICS

When performing Setup Strike, on a success you and the ally take +1 forward against the opponent. In addition, on a 12+ the opponent is put at an additional disadvantage, made a fool, or misses an opportunity.

## NOT IN VAIN

You may sacrifice a hireling to prevent a nearby ally from taking any damage or negative consequences from an attack.

## FAVORS FAR AND WIDE

When you Carouse with at least 1 Renown unspent, you may gain 5 dungeon rations.

## UNWAVERING ALLIES

**(Replaces Teamwork)**

When you aid another, they and you take an additional 3 hold. This hold may be spent 1 for 1 on any roll within a short time period.