

# NAME

# LOOK

*Dwarf:* Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq  
*Elf:* Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian  
*Halfling:* Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca  
*Human:* Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

Hard Eyes, Dead Eyes, or Eager Eyes  
 Wild Hair, Shorn Hair, or Battered Helm  
 Calloused Skin, Tanned Skin, or Scarred Skin  
 Built Body, Lithe Body, or Ravaged Body

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	
	D10			CURRENT MAX	YOUR MAX HP IS 10+CONSTITUTION

# DRIVE

What drives you to adventure? Choose one:

- LUST FOR POWER  
Kill a defenseless or surrendered enemy.
- QUEST FOR GLORY  
Defeat a worthy opponent.
- HONOR  
Defend those weaker than you.

# STARTING MOVES

You start with these moves:

- ARMORED**  
You ignore the *clumsy* tag on armor you wear.
- ARMOR MASTERY**  
When you **make your armor take the brunt of damage dealt to you**, the damage is negated, but the armor value of your armor or shield (your choice) is reduced by 1 until you spend an hour or so mending it. You can only do this against damage that wouldn't ignore all your armor, and if this reduction leaves the item with 0 armor, it is irreparably destroyed.

## WEAPON MASTERY

You have developed (or been taught) a signature fighting style. **Choose a weapon:** *axe, bow, cestus, dagger, greatsword, mace, scimitar, quarterstaff, spiked shield, Bohemian earspoon, tiger hook swords, whip, rattan sticks, etc.*

**Choose two enhancements:**

- *Agile:* +precise
- *Deadly:* +1 damage
- *Defensive:* +1 hold when you Defend, even on a miss
- *Disabling:* +stun
- *Overwhelming:* +forceful
- *Reckless:* +messy, but +dangerous
- *Targeted:* +2 piercing
- *Versatile:* choose an additional range

Give your signature style a name (*berserker assault, Four Thunders School, mushin no shin, etc.*). **As long as you wield your chosen weapon or a weapon like it**, you may choose to use those enhancements.

## NOT TO BE TRIFLED WITH

When you **Parley using the threat of impending violence as Leverage**, you may roll+STR instead of +CHA.

# BACKGROUND

Choose any race, then choose what you used to do:

- DUELIST  
Your starting signature fighting style is always *agile*, in addition to any other enhancements.
- SOLDIER  
When you **enter a settlement for the first time**, you may tell the GM the name of a fellow veteran who lives there. If you do, the GM will tell you something they need your help with.
- STREET TOUGH  
When you **Hack and Slash and choose to deal extra damage on a 10+**, deal +1d8 damage instead of +1d6.

# BONDS

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

- \_\_\_\_\_ owes me their life, whether they admit it or not.
- I have sworn to protect \_\_\_\_\_.
- I worry about \_\_\_\_\_'s ability to survive in battle.
- \_\_\_\_\_ is soft, but I will make them tough like me.



# THE FIGHTER

LEVEL

XP

# GEAR

Your Load is 12+STR. You carry a weapon appropriate to your signature style, scale armor (2 armor, worn, clumsy, 3 weight) and dungeon rations (5 uses, 1 weight). **Choose two:**

- 1 healing potion (0 weight)
- A shield (+1 armor, 2 weight)
- 22 coins
- Adventuring gear (5 uses, 1 weight),
- Poultices and herbs (2 uses, slow, 1 weight) and 1 antitoxin (0 weight)

**Record your signature fighting style here:**

# ADVANCED MOVES

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

**BEND BARS, LIFT GATES**

When you **use pure strength to destroy an inanimate obstacle**, roll+STR. **On a 10+**, choose 3. **On a 7-9**, choose 2:

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make a lot of noise
- You can fix the thing again without a lot of effort

**EVIL EYE**

When you **enter combat**, roll+CHA. **On a 10+**, hold 3. **On a 7-9**, hold 1. Spend your hold one-for-one to make eye contact with an NPC, who freezes or flinches and can't act until you break it off. **On a miss**, your enemies immediately identify you as their biggest threat.

**IMPROVED WEAPON MASTERY**

Choose one extra enhancement for your signature style.

**LEADERSHIP**

Take +1 to Recruit. As long as **you lead by example**, hirelings in your employ have +1 loyalty.

**MERCILESS**

When you **fight to kill, without holding anything back**, deal +1d4 damage.

**MULTICLASS DABBLER**

Choose one move from another class. Treat your level as one lower for the purpose of choosing that move.

**SEEING RED**

When you **Discern Realities during combat**, take +1.

**SUPERIOR WARRIOR**

When you **Hack and Slash, on a 12+**, you deal your damage, avoid their attack, and impress, dismay, or frighten your enemies.

**STEEL SKIN**

Your armor is like a second skin to you. The weight of any armor you wear does not count against your Load, and you can sleep, swim, climb or jump in your armor as if it weren't there.

**STRONG ARM, TRUE AIM**

You can throw any melee weapon, using it to Volley within *near* range. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7-9.

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

**ARMORED PERFECTION**

When you **make your armor take the brunt of damage dealt to you by an enemy**, you may deal damage to your attacker equal to your level.

**BLACKSMITH**

When you **have access to a forge**, you can graft the powers of a magical weapon onto another weapon of your choice. This process destroys the magical weapon, and the chosen weapon gains its powers instead.

**BLOODTHIRSTY**

*Replaces: Merciless*

When you **fight to kill, without holding anything back**, deal +1d8 damage.

**DEATH BY TEACUP**

You are always capable of causing serious harm, no matter what you're holding. The GM will determine appropriate tags for any improvised weapon you wield.

**DEFT FOOTWORK**

When you **are in or closing in to melee combat**, take +1 to Defy Danger.

**DIAMOND HIDE**

*Requires: Steel Skin*

You ignore the *piercing* tag on attacks made against you.

**EYE FOR WEAPONRY**

*Requires: Seeing Red*

When you **look over someone's weaponry**, ask the GM how much damage they do and what tags their attacks have.

**MULTICLASS INITIATE**

*Requires: Multiclass Dabbler*

Choose one move from another class. Treat your level as one lower for the purpose of choosing that move.

**THROUGH DEATH'S EYES**

When you **go into battle**, roll+wis. **On a 10+**, name an NPC who will live and one who will die. **On a 7-9**, name one or the other. The GM will make your vision come true, if it's even remotely possible. **On a miss**, you see your own death: your enemies deal +1 damage ongoing against you throughout the battle.

**WEAPON VERSATILITY**

Create a new weapon style: choose a weapon and two enhancements from the Weapon Mastery move, then give your new style a name. You can choose the same weapon as your primary style if you want, but those enhancements represent a separate combat style.