

NAME

LOOK

Human: Male: Abbas, Brutus, Eikki, Guy, Jedrek, Magnus, Max, Ragnar, Valdus
 Female: Alex, Bryn, Dane, Joan, Kit, Petra, Quinn, Rae
Dwarf: Male: Ammar, Grimin, Hjalman, Bhelkom, Hormir, Axe, Stonefist, Ironhand
 Female: Nassir, Goldhand, Bryt, Neseowin, Jenahryn

Eyes Bloodshot Eyes, Wide Eyes, Small Eyes
 Hair Bald, Spiky Hair, Wild Hair
 Clothing: Loincloth or Animal Skin, Hides, Peasant
 Body Giant, Obese, Short and Stout

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"/> SLICK -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**
Shield somebody weaker than you from harm.
- EVIL**
Destroy something beautiful with your bare hands.
- CHAOTIC**
Use your strength to tear down part of civilization.

STARTING MOVES

- BEND BARS, LIFT GATES**
 When you use pure strength to destroy an inanimate obstacle, roll+STR. On a 10+, choose three. On a 7-9, choose two:
- It doesn't make an inordinate amount of noise.
 - It doesn't take a very long time.
 - Nothing you value is damaged.
 - You can fix the thing again without a lot of effort

FISTS LIKE HAMMERS
 Your hands are always considered weapons (hand, weight 0) and when wielding them as such, they gain the *forceful* and *messy* tags. Your punch leaves no foe standing!

UNENCUMBERED, UNHARMED
 So long as you are below your Load and neither wear armor nor carry a shield, take +1 armor. Show off those muscles.

HERCULEAN APPETITES
 Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. While pursuing one of your appetites, if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. If the d6 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- Conquest.
- Discovering secrets.
- Fame and glory.
- Mortal pleasures.
- Power over others.
- Pure destruction.
- Riches and property.

RACE

- DWARF**
As long as you are touching the ground, you cannot be moved by attacks that also deal damage.
- HUMAN**
When you attack with a thrown weapon, deal +1d4 damage.

BONDS

Fill in the names of your companions in at least one:
 I will test my strength against _____.
 _____ shares my hunger for glory; the world will shake with our passing!
 _____ is puny and weak, but funny to me!
 _____ is soft, but I will make them hard like me.

GEAR

Your load is 12+STR. You start with your clothes, a backpack, a torch, some dungeon rations (5 uses, 1 weight), and Adventuring gear (5 uses, 1 weight). You also begin with a reminder of where or how you gained your strength.

Choose one:

- Adventuring gear (5 uses, 1 weight) and Bandages (3 uses, 0 weight).
- Net (reach, stun damage, 2 weight) and Healing Potion.
- Pair of giant weights and 10 foot chain (5 weight).
- Trophy and 15 coin (1 weight).

ADVANCED MOVES

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

BERSERKER

When you are afflicted by fear, mind control, or enchanting magic, you may ignore the effect as long as you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

BLOOD ILL-TEMPERED

When a foe deals damage to you, your next attack against them deals +1d4 damage.

CRUSHING BLOW

When you deal damage to a foe, you can break their weapon, if they have one, or if they have armour, reduce their armour by 1.

INTERROGATOR

When you parley using threats of impending violence as leverage, you may use STR instead of CHA.

MY LOVE FOR YOU IS LIKE A TRUCK

When you perform a feat of strength, name someone present whom you have impressed and take +1 forward to parley with them.

SAMSON

You may take a debility to immediately break free of any physical or mental restraint.

SMASH!

When you hack and slash, on a 12+, deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

STILL HUNGRY

Choose an additional appetite for Herculean Appetites.

SUBMISSION HOLD

When you get your hands on someone, your next attack against them deals +1d4 damage.

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

A GOOD DAY TO DIE

As long as you have less than your CON in current HP (or 1, whichever is higher), take +1 ongoing.

FIRE IN THE BLOOD

Replaces: Blood Ill-Tempered

When a foe deals damage to you, your next attack against them deals +1d8 damage.

HANDS LIKE A VISE

Replaces: Submission Hold

When you get your hands on someone, your next attack against them deals +1d8 damage.

MARK OF MIGHT

When you take this move and spend some uninterrupted time reflecting on your past glories, you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc). Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

MORE! ALWAYS MORE!

Requires: Herculean Appetites

When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc), you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

SUPERIOR WARRIOR

When you hack and slash, on a 12+, you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

THE UPPER HAND

You are so strong you take +1 ongoing to last breath rolls. When you take your last breath, on a 7-9, you make an offer to Death in return for your life. If Death accepts, she will return you to life. If not, you die.

VANDAL

When you discern realities, on a hit, you may also ask this question in addition to your other questions:

- Who or what here is most vulnerable to me?

ROTES/CANTRIPS

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<input type="checkbox"/> SPELL TITLE Description text.	ROTE	ONGOING	<input type="checkbox"/> SPELL TITLE Description text.	ROTE	ONGOING

FIRST LEVEL SPELLS

<input type="checkbox"/> SPELL TITLE Description text.	LEVEL 1	ONGOING	<input type="checkbox"/> SPELL TITLE Description text.	LEVEL 1	ONGOING
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THIRD LEVEL SPELLS

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FIFTH LEVEL SPELLS

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SEVENTH LEVEL SPELLS

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NINTH LEVEL SPELLS

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CLASS NAME SPELLS