

GEAR • You start with this stuff, plus basic clothing.

Your favored weapon: _____

Rations (5 uses ○○○○○○, 1 wt)

1d10+Luck silver pieces (sp)

Roll 1d6:

1 ☐ Leather armor (1 armor, 1 wt)

2-5 ☐ Chainmail (2 armor, 3 wt)

6 ☐ Scale mail (3 armor, *awkward*, 4 wt)

Roll 1d6 twice: (reroll duplicates if you choose)

1 ☐ Healing potion (heal 1d8 HP, 0 wt)

2 ☐ Shield (+1 armor, 2 wt)

3 ☐ Poultices & herbs (2 uses ○○, *slow*, 1 wt)

4 ☐ Antitoxin (cures poison, 0 wt)

5 ☐ Rations (5 uses ○○○○○○, 1 wt)

6 ☐ Adventuring gear (5 uses ○○○○○○, 2 wt)

SILVER (100sp=1 weight)

In hand _____

Stash (100sp=1 box)

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A better life awaits!

Load (STR+10) _____ **Weight carried** _____ ☐ Encumbered (-1 ongoing)

ADDITIONAL GEAR

NOTES

FIGHTER

Name _____ **Gender** _____ **Level** ____ **XP** _____

Appearance _____

Traits _____

Ability scores • Roll 3d6 in order and swap 2 scores of your choice.

ABILITY	MAX/CURRENT	MODIFIER	VALUE	MOD
Strength	____/____	STR ____	3	-3
Dexterity	____/____	DEX ____	4-5	-2
Constitution	____/____	CON ____	6-8	-1
Intelligence	____/____	INT ____	9-12	0
Wisdom	____/____	WIS ____	13-15	+1
Charisma	____/____	CHA ____	16-17	+2
Luck	____/____	LUC ____	18	+3

Armor _____ **Hit Die** d10 **Max HP** (Hit die +CON) _____

Current HP _____

Heritage • Roll 1d12.

1-7 ☐ **Human:** +1 to 2 different ability scores of your choice, excluding Luck.
When you *succumb to a Vice*, take +1 forward.

8 ☐ **Halfling:** +2 Luck.
When you *eat 1 more ration than necessary*, take +1 forward.

9-11 ☐ **Dwarf:** +2 Strength or +2 Constitution.
When you *sniff the air*, the Judge will tell you if there is gold nearby.

12 ☐ **Elf:** +2 Dexterity or +2 Wisdom or +2 Charisma.
When you *move*, you have perfect balance and a feather-light step.

Alignment • Roll 1d12.

1-2 ☐ **Evil:** Inflict physical or emotional harm on others for personal gain.

3-4 ☐ **Chaotic:** Sow discord, or destroy a symbol of order.

5-8 ☐ **Neutral:** Refuse to take a side when given the opportunity.

9-10 ☐ **Lawful:** Maintain order in the face of forces that would undo it.

11-12 ☐ **Good:** Help those in need at your own expense.

STARTING MOVES • You start with all of these moves.

Favored Weapon ☐ ☐ ☐

This move may be taken multiple times. Each time you take this move, name 1 specific type of weapon (longsword, cutlass, hatchet, great axe, throwing knife, longbow, etc.) with which you are intimately familiar:

#1 _____ #2 _____ #3 _____

You start with **mettle** equal to your current level, +1. When you **take a moment of respite to catch your breath and focus**, reset your mettle to your current level, +1.

When you **make any move with a favored weapon**, before you roll you may spend 1 mettle to take +1 to that roll.

When you **deal damage with a favored weapon**, before you roll your damage you may spend mettle to add 1 or more of the following effects to your damage roll, at a cost of 1 mettle per effect:

- * Increase the damage dealt by 1+STR (if using a melee weapon) or 1+DEX (if using a ranged weapon)
- * Set up your foe to grant an ally of your choosing +1 forward against them
- * Inflict a condition—stunned, hindered, etc.—of your choice on your foe (subject to Judge approval), with a Duration equal to 1+INT (minimum 1)

Each effect may only be chosen once per damage roll.

Bend Bars, Lift Gates

When you **use pure strength to destroy or remove an inanimate obstacle**, burn 1 Strength and roll +STR: **on a 10+**, choose 3 from the list below; **on a 7-9**, choose 2; **on a 6-**, mark XP and choose 1.

- * It doesn't take a long time
 - * Nothing of value is damaged in the process
 - * You don't attract unwanted attention
 - * You can fix the thing again without much effort
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No Guts, No Glory

When you **charge headlong into battle against overwhelming odds**, burn 1 Wisdom and roll +WIS: **on a 10+**, choose 3 from the list below; **on a 7-9**, choose 2; **on a 6-**, mark XP and choose 1.

- * You have +1 Armor until you're incapacitated
 - * The opposition is interested only in you until you're incapacitated, or until a greater threat presents itself (whichever comes first)
 - * You take +1 ongoing until you suffer damage
 - * All allies witness to your courage/foolhardiness take +1 forward
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ADVANCED MOVES • Choose 1 of these moves each time you reach an odd-numbered level (3, 5, etc.)

☐ Shieldbearer

When you **use a shield to block damage**, you may spend 1 mettle to make your shield worth 1d6 armor for this attack. If damage from this attack exceeds your total armor, you take that excess damage and your shield is destroyed.

☐ Parry

When you **wield a favored melee weapon and roll a 7-9 to Fight**, instead of dealing your damage you may spend 1 mettle to subtract your damage roll from your foe's. You suffer any remaining damage, and your foe suffers no damage.

☐ Smash

When you **deal damage with a melee weapon that exceeds your target's armor**, you may burn 1 Strength to permanently reduce their armor by 1d4.

☐ Master Weapon

When you take this move, choose one of your favored weapons. When you **make any move with that weapon**, before you roll you may spend 1 mettle to take +2 to that roll instead of +1.

☐ Second Skin

When you **wear armor**, you have +1 armor and ignore the armor's *awkward* tag.

☐ Intimidate

When you **Negotiate using threat of violence**, roll +STR instead of +CHA.

☐ Myrmidon

When you **follow someone else's orders to do violence**, burn 1 Wisdom to take +1 ongoing while acting on those orders.

☐ Veteran

When you **roll your hit die during Level Up**, roll 2d10 and use the better result.

☐ Tireless

When you **regain lost Strength or Constitution**, regain twice as much as normal.

☐ Seek Revenge

When you **suffer physical or emotional harm**, you may burn 1 Wisdom to take +1 ongoing against the source of that harm until it is destroyed.

☐ Strike True

When you **roll a 12+ to Fight or Shoot or Throw**, inflict your damage twice.

☐ Templar [min. Charisma 13 and level 5; must be Good, Lawful, or Evil]

If you **have sworn to devote your life to a specific deity**, you may begin multiclassing as a Cleric, and gain those Starting Moves right now.

☐ Scoundrel [min. Dexterity 13 and level 5; must be Neutral, Chaotic, or Evil]

If you **have committed a duplicitous act knowing that it would harm an innocent person**, you may begin multiclassing as a Thief, and gain those Starting Moves right now.
