

GEAR

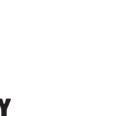


SILVER IN HAND



SILVER IN STASH

(1 circle = 100sp = 1XP)



CAPACITY

STR +10
WEIGHT CARRIED

SHOULDER BURDEN

When you *carry more weight than your Capacity but no more than twice your Capacity*, you suffer -1 ongoing until you lighten your load. You cannot carry more weight than twice your Capacity.

STR +10	WEIGHT CARRIED
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When you *carry more weight than your Capacity but no more than twice your Capacity*, you suffer -1 ongoing until you lighten your load. You cannot carry more weight than twice your Capacity.

NOTES

EXPERIENCE POINTS (XP)

○○○○○○○○○○➡ Level 2
○○○○○○○○○○○○○○○○➡ Level 3
○○○○○○○○○○○○○○○○○○○○➡ Level 4
○○○○○○○○○○○○○○○○○○○○○○➡ Level 5
○○○○○○○○○○○○○○○○○○○○○○○○○○➡ Level 6
○○○○○○○○○○○○○○○○○○○○○○○○○○○○➡ Level 7
○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○➡ Level 8
○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○➡ Level 9
○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○➡ Level 10

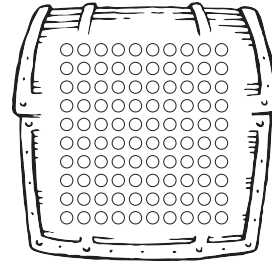
To mark XP as an individual...	To mark XP as a group...
• Solve a problem with physical force	• Discover something new about the world
• Act according to your traits	• Overcome a difficult obstacle
• Achieve your alignment goal	• Acquire some memorable booty

○○○○○○○○○→ Level 2
 ○○○○○○○○○○○○→ Level 3
 ○○○○○○○○○○○○○○○○→ Level 4
 ○○○○○○○○○○○○○○○○○○○→ Level 5
 ○○○○○○○○○○○○○○○○○○○○○○○○→ Level 6
 ○○○○○○○○○○○○○○○○○○○○○○○○○○○○→ Level 7
 ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○→ Level 8
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 ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○→ Level 10

- Solve a problem with physical force
- Act according to your traits
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- Discover something new about the world
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(1 circle = 100sp = 1XP)



STRENGTH

MAX CURRENT (STR) MODIFIER

MAX CURRENT DEX
MODIFIER

MAX CURRENT INT MODIFIER

MAX CURRENT MODIFIER

WIS

MAX CURRENT MODIFIER

The diagram shows the structure of the LUC modifier. It consists of three main components connected in sequence: a square box labeled "MAX", another square box labeled "CURRENT", and a large parenthesis containing the text "LUC". Below the parenthesis is the label "MODIFIER".

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

BONDS

MAX CURRENT

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

FIGHTER MOVES

You start with all of these.

☒ ☐ ☐ FAVOR WEAPON

You've spent years training with a particular instrument of the warrior's art, until it has become an extension of your being. Each time you take this move, choose 1 specific type of weapon (longsword, spear, great axe, throwing knife, longbow, etc.) with which you are intimately familiar, and write it below. These are your **avored weapons**.

• _____ • _____ • _____

Mettle represents the focus and discipline required to face down your foes in mortal combat. Your maximum mettle is equal to your current level +1. When you *take a moment to catch your breath and focus your energy*, reset your mettle to its maximum.

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

REVEL IN BATTLE

When you *Fight or Shoot or Throw and roll a 10+*, you may spend mettle to add 1 or more of the following effects to the move result, at a cost of 1 mettle per effect:

- **Strike hard:** increase damage dealt by +STR in this instance
- **Strike true:** ignore +DEX worth of your target's armor in this instance
- **Handicap:** inflict a condition—*stunned*, *bindered*, etc.—of your choice on your foe (subject to Judge approval), with a Duration of +INT (minimum 1)

When you *Fight or Shoot or Throw and roll a 12+*, you regain 1 mettle in addition to all other effects.

BEND BARS, LIFT GATES

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

NO GUTS, NO GLORY

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

MAX	CURRENT
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METTLE

ADVANCED MOVES

☐ DEFLECT BLOWS

When you *wield a favored or mastered melee weapon and roll a 7-9 to Fight*, instead of dealing your damage you may roll your damage and subtract the result from the damage your foe inflicts. You suffer any remaining damage, and your foe suffers none.

☐ MASTER WEAPON

When you take this move, choose one of your favored weapons to master and circle it.

When you *make any move with your mastered weapon*, before you roll you may spend 2 mettle to take +2 to that roll.

☐ MYRMIDON

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

☐ SCOUNDREL [min. DEX +1 and level 3; must be *neutral*, *chaotic*, or *evil*]

If you *have knowingly committed a duplicitous act that harmed or disadvantaged an innocent person*, you may begin multiclassing as a Thief, and add Thief Moves to this playbook.

☐ SECOND SKIN

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

☐ SHIELDBEARER

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

☐ LEADER

When you *bark commands in the heat of battle*, roll +CHA: **on a 10+**, all allies take +1 ongoing to act on those orders until the battle is over or you give new orders, whichever comes first; **on a 7-9**, all allies who obey take +1 forward; **on a 6-**, mark Charisma and the Judge makes a move.

☐ SMASH

When you *Revel in Battle and strike hard*, you may burn 1 Strength to make your attack *forceful* and permanently reduce your target's armor by 1d4, in addition to the usual effect.

☐ TEMPLAR [min. CHA +1 and level 3]

If you *have sworn to devote your life to a specific deity*, you may begin multiclassing as a Cleric, and add Cleric Moves to this playbook.

☐ TIRELESS

When you heal ability points, you heal twice as much as normal.

☐ VENGEFUL

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.

☐ VETERAN

Your maximum mettle is equal to your current level +CON or +WIS, whichever is higher.