



hunter

BIO _____

APPEARANCE (height, weight, ext.) _____

SCALE OF DISHONOR



Your Dishonor starts at 10. It will diminish or grow, depending upon your actions. If you ever reach 20 Dishonor, your adventure ends.

Choose 2 Abilities. These Abilities represent your core strengths, and will each lend their bonus to three different Skills. Then, choose 4 Skills to represent more specialized training.

ABILITIES

SKILLS

COURAGE ±2

- ±2 INTIMIDATION
- ±2 AUTHORITY
- ±2 ENDURANCE

MIGHT ±2

- ±2 MELEE COMBAT
- ±2 RANGED COMBAT
- ±2 BRAWN

INTELLECT ±2

- ±2 FOLKLORE
- ±2 MYSTICISM
- ±2 REASON

CUNNING ±2

- ±2 VIGILANCE
- ±2 INTUITION
- ±2 STEALTH

CHARM ±2

- ±2 PERSUASION
- ±2 TRICKERY
- ±2 PERFORMANCE

BACKGROUND QUESTIONS

Where were you when you met the Green Knight?

Why did you strike down the Green Knight?

What did you do in the year between then and now?

Choose 1 of each.

VIRTUE

JUST
MODEST
TEMPERATE
VALOROUS
FORGIVING
GENEROUS
WISE
PEACEFUL
TRUSTING
MEEK

VICE

LAZY
VENGEFUL
PROUD
GLUTTONOUS
ENVIUS
GREEDY
SELFISH
WRATHFUL
LUSTFUL
COWARDLY

Call upon Virtue to let you (or another Character) reroll HONORABLE ACTIONS.

Call upon Vice to reroll DISHONORABLE ACTIONS.

SPECIAL MOVES

Choose 1 Special Move for your journey. Your Game Master may choose to allow additional Moves to be earned on future Quests.

STEALTH STRIKE – A soft step, a quick flash, then silence. You've done this before. You'll do it again.

You get a +4 to Combat actions against a foe who is not aware of you.

PREDATOR – Once you've started something, it's only merciful to finish it. You know how to kill what you hunt.

Once you have successfully harmed a target in any way, you gain a +2 on all actions taken against that target.

EAGLE EYE – The key to expert hunting is noticing what others normally can't. A sight, a smell, a sound. You have sharpened your senses to collect everything.

You get an additional +4 on Vigilance checks.

GRIM DEDICATION – There is no good and evil in the animal kingdom — why should there be anywhere else?

If no other Characters are watching while you attempt a Dishonorable action, you may avoid taking Dishonor if the action is successful.

INVENTORY

THE
GREEN KNIGHT
A FANTASY ROLEPLAYING GAME



knight

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APPEARANCE (height, weight, ext.) _____

SCALE OF DISHONOR



5



10



15



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LEAD BY EXAMPLE – They've called you a bastion of honor — and for better or for worse, others look to you for what to do next.

When you succeed at an Honorable Courage Skill check, you may choose one other Character. That Character loses one point of Dishonor.

CHARGE – You've been in the vanguard before. There's nothing like catching an enemy ill-prepared.

You gain +2 to a Melee Combat action whenever you can charge the enemy from a distance.

CHALLENGE – Before you learned mastery on the battlefield, you learned how to single out an enemy. Those lessons have stuck with you.

Before making a Combat roll, you may single out one foe with a challenge. All Combat Skill checks against that foe receive a +2 bonus, and you double the amount of Dishonor you lose or gain for that action.

BODYGUARD – Your mere presence is enough to tip the scales. By standing tall and being seen, you inspire an ally with confidence.

Whenever you succeed at an action, you can grant one Character a +2 bonus to any Courage, Might, or Charm Skill actions on their next turn.

INVENTORY

THE
GREEN
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A FANTASY ROLEPLAYING GAME



SORCERER

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ARCANE SIGHT – Your eyes roll to the back of your head. Your eyelids close. The world's secrets are laid bare.

When you attempt any Intellect or Cunning Skill check that relates to a magical subject, you may activate your Arcane Sight once per Encounter to reroll the Skill check and take the preferred result.

GLAMOUR – Sometimes blending in is more important than standing out when accomplishing your goals — a quick change, some impromptu makeup, and a lot of confidence will do you wonders.

When you roll a Trickery check and succeed, you may convince the target(s) of your roll that you are someone other than yourself. Your appearance, mannerisms, and voice change, but only in the mind of the targets.

ENCHANTMENT – There's something deep in your eyes that makes others want to trust you. It clouds their senses, and makes them malleable to you.

You receive a +2 bonus on Charm Skill rolls against people who are not afraid of or hostile to you.

BANEFIRE – Summoning a deep strength from the web of cosmos, you channel magical force and flame to the palm of your hand and hurl it onward.

You receive a +2 bonus on Ranged Combat rolls, as you use telekinetic force or fire (your choice) to batter and burn enemies.

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bard

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BARDIC LORE – No matter where you go, somebody has a story for you. Luckily, you remember them the next day.

Whenever you make an Intellect Skill check of any kind, you may always roll twice and take the preferred result.



COAX – A kind word can go a long way — especially to somebody you want to help keep you alive.

When you succeed at any action, you may give any Character a +2 bonus on their next action roll.



TALESPINNER – Gather around and listen...

Whenever you succeed at a Charm Skill check, you may choose one Character. That Character, on their next action, doubles the amount of Dishonor they lose or gain for that action.



GOOD CONSCIENCE – It's not manipulation if you're trying to get somebody out of their own way.

When you succeed on any Honorable Charm Skill check, you may choose one other Character. That Character loses one point of Dishonor.

INVENTORY

THE
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noble

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PATRONAGE – Greasing palms. Making "connections." Whatever you want to call it, you know how to keep people moving in the way you want — without ever getting your hands dirty.

Whenever you succeed at an action, you may pick a Character. This Character will not lose or gain any Dishonor for their next action.

NOBLESSE OBLIGE – You are a pillar of the community. These common folk need someone they can look up to.

When you succeed at any Honorable action, you may choose one other Character. That Character loses one point of Dishonor.

NOBLE'S FAVOR – Always help others, but make sure they never forget who supported them.

On your turn, you may Favor one Character at a time to show your support for them. Anytime your Favored Character succeeds at an Honorable action, you may remove one point of Dishonor. If they commit a Dishonorable action, you gain one point of Dishonor.

VIRTUOSO – Practice makes perfect. Your position has allowed you ample time and resources to hone your skills to a razor's edge.

Choose two skills you have already checked. Your bonus with those skills is +4 instead of +2.

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