

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

◆ **Longsword (+1 damage)**

◆ **Some token of your homeland**

Describe it and say why it's important

◆ **Bandages (3 uses)** ○○○

When you have a few minutes to tend wounds, heal 4 HP and mark a use.

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

Axe of the Conqueror (+1 damage)

Mark this if you've chosen the "Unvanquished" Background.

Throwing Axes (2 ammo)

Mark this if you've chosen the "Berserker" Background.

Adventuring Gear (5 uses) ○○○○○

Mark this if you've chosen the "Indestructible" Background.

Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.

Intelligence (INT) Recall facts, use magic, quick thinking.

Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.

Constitution (CON) Withstand poison, defend others, toughen things out.

Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.

Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

BARBARIAN

You're always the outsider, even within your own party. But you don't care; you know that strength & zeal are all that truly matters. And you bring that in spades! You dominate all those who dare stand before you through skill, brawn and raw power. Remember: STR and CON are your closest allies; pay special attention to Hack & Slash and Defy Danger from the Basic & Adventuring Moves insert.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Tovor, Gorm, Lur, Sora, Xen

Titles: The Hungry, The Undefeated, The Foe Smasher, The Bonebreaker

Look: _____

Examples: Haunted Eyes, Wild Hair, Supple Body, Odd Tattoos, Nearly Naked, Human, Elf, Dwarf, Halfling, Gnome, Orc, Kobold, Goblin

A personal goal (and why):

Examples: an impossible task, become legend, satisfy your appetites, redemption, revenge.

A memory that made you YOU:

Examples: A vanquished beast, a strange custom, a night of debauchery, an oath sworn.

Knowledge of the area:

Examples: An infamous tavern, an ancient battleground, an exile from your land, the lair of a terrible beast

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Who did you nearly get killed?

Who do you find foolish?

Who shares your hunger for glory?

Who doesn't understand you?

Who do you yearn to learn from?

Backgrounds

(Choose one)

Unvanquished

+2 STR, +1 CHA

Instead of the longsword, you start with the **Axe of the Conqueror (+1 damage)**.

You carry an ancient axe, which you've acquired by inheritance, war or sport. It gleams with the stained blood of those you've defeated in honorable battle.

When you engage in one-on-one combat with the Axe of the Conqueror, on a hit, you disarm your opponent in addition to whatever else happens.

Berserker

+2 DEX, +1 STR

You start with **throwing axes (2 ammo)**.

Your prowess in combat is well known back home; your speed, agility and battle cunning unmatched.

When you Defy Danger caused by movement (like rushing past an armed guard), take +1 Forward. Additionally, Unencumbered, Unharmed gives you +2 armor instead of +1.

Indestructible

+2 CON, +1 STR

You start with **adventuring gear (5 uses)**.

You have a reputation as unkillable; somehow, no matter the situation, you seem to survive.

When you take damage you can choose to take -1 Ongoing until you sate one of your appetites in lieu of taking the damage. If you already have this penalty you cannot choose this option. While you are in this state, you also take +1 Ongoing to Last Breath rolls.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- Offend an NPC with your brutish ways
- Let a problem escalate while you brood
- Cause trouble by over-indulging
- Keep a promise made to an NPC
- Refuse a request or order that's beneath you

Stats

 **Hit Points** _____ /22

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.

 **Armor** _____

Subtract your armor from any damage you take.

 **Damage**  1d10

Bonus Damage _____

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA
<input type="checkbox"/> Weakened -1 ONGOING STR & DEX	<input type="checkbox"/> Dazed -1 ONGOING INT & WIS	<input type="checkbox"/> Miserable -1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

Herculean Appetites

Others may be content with just a taste of life, but you want more.

Choose two appetites.

When you pursue an appetite you roll moves w/ 1d6 +1d8. If the d6 rolls the highest result the GM will describe a danger that comes due to your heedless appetites.

- Pure destruction
- Power over others
- Mortal pleasures
- Conquest in battle
- Riches and property
- Fame and glory

What are You Waiting for?

When you taunt your enemies, roll+CON. On a 10+, they focus attacks on you, take +2 damage Ongoing. On a 7-9, only some (the most foolish) are lured to your taunt.

Musclebound

Weapons you wield knock enemies back, and rip body parts to shreds.

Unencumbered, Unharmed

When you choose not to wear armor or shield, take +1 armor.

The Upper Hand

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 he will return you to life. If not, you die.

Advances

When you use XP to gain an Advance, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

Eye for Weakness

When you Discern Realities add "What here is weak or vulnerable?" to the list of questions.

Wide Wanderer

You've travelled the wide world over. **When you arrive someplace** ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

Still Hungry

Choose an additional appetite.

Sweat More, Bleed Less

You take +1 to STR, to a maximum of +3. You may also add +1 to another stat, as if you did not take an advance.

Smash!

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

Samson

You may break free of any physical or mental restraint by taking the Weakened, Dazed or Miserable debilities.