

# Inventory

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

## Starting Gear

◆ **Your Signature Weapon**

◆ **Chainmail (+2 Armor)**

◆ **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.

**An Heirloom**

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

Provides the bearer access to a single organization, guild hall, secret society, etc - beyond that, it is totally useless.

Describe it, as well as how you inherited it.

**Map of the Last Patrol**

Mark this if you've chosen the "The Retired Adventurer" Background.

This map, when marked with the blood of a group of people, will always show their location—so long as they remain within the bounds of the map.

**Adventuring Gear (5 uses)** ○○○○○

Mark this if you've chosen the "Enforcer" 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.

# FIGHTER

When it comes to martial combat, you're the best around. Your signature weapon makes you a devastating foe to your enemies, and you can wear heavy armor as if it were nothing. You are always on the front lines of battle, facing danger head-on. Pay special attention to Hack and Slash and Defend 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: Yggritte, Miles, Tas, Gunter, Lasoro, a humble name, an ancient name, a royal name

**Look:** \_\_\_\_\_

Examples: Hard Eyes, Wild Hair, Calloused Skin, Lithe Body, Pinched Face, Battered Helm, Human, Elf, Dwarf, Halfling, Orc, Ogre, Goblin, Gnoll

**A personal goal (and why):**

Examples: personal fame, a job, a grim task, an unfulfilled promise, a legendary weapon

**A memory that made you YOU:**

Examples: An atrocity, a sacrifice, a victory, a mentor,

**Knowledge of the area:**

Examples: What significant battle took place near here? Who here owes you a debt? Who here fears you? Who are you worried about bumping into?

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 here was I sworn to protect? Why?**

**Who here owes me their life, and why?**

**Who here makes me question whether they will survive the coming dangers?**

**Who here needs to be toughened up?**

**Who here has proved a worthy ally?**

# Backgrounds

(Choose one)

## Bearer

+2 STR, +1 CHA

You start with an **heirloom** (describe it).

Your signature weapon has chosen you as its wielder. Who are the spirits that reside there? What do they want? **When you consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, roll+CHA.

- ◆ On a 10+, the GM will reveal one or more important details to your situation
- ◆ On a 7-9, the GM will give you only vague impressions.

## Retired Adventurer

+2 STR, +1 WIS

You start with the **Map of the Last Patrol**.

You left behind a life of bloodshed years ago. And while you hoped to live out the rest of your days in peace, it doesn't always work out that way. **When you Discern Realities while in battle**, take +1.

## Enforcer

+2 STR, +1 CON

You start with **Adventuring Gear** (5 uses).

For years, you served as the right-hand enforcer for someone important. You did what you were told, when you were told. You're alone now, but you've still got those special skills to keep you company... **When you parley using threats of violence as leverage**, you may use STR instead of CHA.

# Drives

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

(Choose one)

- Enter a fight that you aren't sure you can win
- Show off in front of NPCs who can go on to tell your tale
- Settle a conflict or dispute without bloodshed
- Put someone in their place for disrespecting you
- Provoke a great danger so that others will see you are unafraid

# Stats



**Hit Points** \_\_\_\_\_ /24

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.



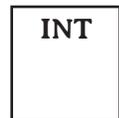
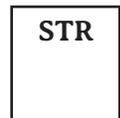
**Damage**  1d10

**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.



Weakened

-1 ONGOING STR & DEX

Dazed

-1 ONGOING INT & WIS

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.

## Signature Weapon

You own a unique weapon that has extraordinary abilities. Tell us how you came to own that weapon! Choose your weapon, and add it to your list of gear:

- Crom Faeyr**, the ancient hammer of dwarven kings, and its companion shield. When you strike an enemy with this weapon, it knocks them back with a clap of thunder, and the shield grants you +1 armor while you are using it.
- Meofainn**, the terrible battle-axe bathed in the heart-blood of a dragon. The damage this weapon inflicts is particularly destructive, ripping both people and things apart with its cruel edge. When you deal damage with this weapon, roll your damage die twice, and take the better result.
- Ironfang**, the ornate spear of the greatest chieftain your clan have ever known. When you throw Ironfang in battle, you make the Volley move with STR instead of DEX, and after you throw it, it magically returns to your hand.
- Isil**, a graceful blade that shines like the crescent moon. The uncanny sharpness of this blade ignores the enemy's armor, and it glows when a type of creature of your choosing is near.
- Bielgrim**, the greatsword of a legendary knight. This weapon can always sense the taint of darkness or chaos, and reacts in its presence. When you strike a creature of darkness or chaos with this weapon, it ignites with holy fire; you either deal +1d4 damage or suppress one of its unnatural powers, your choice.

## Bend Bars, Lift Gates

**When you use pure strength to destroy an inanimate obstacle**, roll+STR. On a 10+, choose 3. On a 7-9, choose 2.

- ◆ It doesn't take a very long time
- ◆ Nothing of value is damaged
- ◆ It doesn't make an inordinate amount of noise
- ◆ You can fix the thing again without a lot of effort

## Armor Mastery

**When you allow a piece of armor you wear to absorb all of the damage from a single attack**, reduce its Armor value by 1. When the Armor value reaches 0, the armor is destroyed.

# 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:

## Scent of Blood

**When you Hack & Slash an enemy**, your next attack against that same enemy deals +1d4 damage. If you take this move a second time, the next attack deals +1d8 damage.

## Iron Hide

You get +1 armor at all times.

## Seeing Red

**When you Discern Realities during combat**, you take +1.

## Evil Eye

**When you Defend**, you can spend 1 hold to: Lock eyes with a foe; any damage rolls against you and your ward are halved, rounded up.

## Battlefield Tactics

**When you survey a battlefield or dangerous environment**, ask the GM two of the following questions. The GM will answer truthfully.

- ◆ Where's the best way in, out, or through?
- ◆ Where is the best place to make a defensive stand?
- ◆ Where is the best place to attack from?
- ◆ What here is the biggest threat to me?