

# Inventory

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

## Starting Gear

- ◆ Halberd (+1 damage)
- ◆ Chainmail (+2 Armor)

## Optional Gear

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

- Earworm Wax (1 use) ○

Mark this if you've chosen the "Faith Militant" Background.

A yellowish candle that forever burns a pale light. Drip the wax into the ear of a target and gain 3 hold. Spend that hold and ask your target a question. They will tell you the truth, despite themselves.

- Healing Potion

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

When you drink it, heal 10 HP or remove one debility, your choice.

- Adventuring Gear (5 uses) ○○○○○

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

# PALADIN

You wield both martial prowess and holy power, along with powerful support abilities that heal your allies or give you miraculous abilities. Pay special attention to both the Hack & Slash and Defend moves.

## 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: Febem, Tania, Moraf, Tep, Yorash, Jesu, a common name, an unusual name, a peasant name

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

Examples: Fiery Eyes, Styled Hair, Bloodstained Clothes, Bulky Body, Wized Face, Tattooed Skin, Human, Elf, Dwarf, Halfling, Gnome, Fae

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

Examples: a holy quest, atonement, diplomacy, truth-seeking

**A memory that made you YOU:**

Examples: A sin, an act of justice, someone protected or lost

**Knowledge of the area:**

Examples: What authority holds sway here? What corruption lies here? What customs here do you love or hate?

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!

**Whose misguided behavior endangers their very soul?**

**Who has stood by me in battle and can be trusted completely?**

**Who do I believe is the bravest soul amongst you?**

**Whose beliefs do I respect, even if they aren't the true way?**

# Backgrounds

(Choose one)

## Faith Militant

+2 STR, +1 CHA

You start with a **Earworm Wax** (1 use).

You belong to the military arm of a religious organization. The common people look to you as their shield against the forces of evil. Why have you been sent here, and what do you expect to find?

**When you pray for guidance**, even for a moment, and ask, "What here is evil?" the GM will tell you, honestly.

## Anointed

+2 CHA, +1 STR

You start with a **Healing Potion**.

You consider yourself a member of the faith first and foremost, and your faith is powerful. Your deity has bestowed upon you an edict to heal the world.

**When you heal someone with Lay on Hands**, you heal an extra +1d4 damage, which is never transferred to you.

## Savior

+2 STR, +1 CON

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

You've always known that you were born to do something great, given the opportunity. You feel that opportunity is finally near: a grand quest, in honor of your deity.

**When you start a Quest**, you may choose another boon, as long as you select another vow as well.

# Drives

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

(Choose one)

- Lead another to act despite fear or doubt.
- Forgive a helpless enemy and set them free.
- Capture or punish a criminal or evildoer.
- Suffer pain and hardship so that someone does not need to.
- Deny mercy to a criminal or unbeliever.

# 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.

STR	INT	CON
DEX	WIS	CHA

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

## Quest

**When you dedicate yourself to a mission through prayer and ritual cleansing**, say what you plan to do (examples below):

- Slay \_\_\_\_\_, a great blight on the land
- Defend \_\_\_\_\_ from the iniquities that beset them
- Discover the truth of \_\_\_\_\_

Then choose up to two **boons**:

- An unwavering sense of direction to \_\_\_\_\_
- Invulnerability to \_\_\_\_\_ (e.g., edged weapons, fire, enchantment, etc.)
- A mark of divine authority
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)

## I Am The Law

**When you give an NPC an order based on your authority** (divine or otherwise), roll+CHA.

On a hit, they... (Choose one)

- ◆ Do what you say
- ◆ Back away cautiously, then flee
- ◆ Attack you

On a 10+, you also take +1 Forward against them.

On a miss, they do as they please and you take -1 Forward against them.

## Lay On Hands

**When you touch someone, skin-to-skin, and pray for their well-being**, roll+CHA. On a 10+, you heal them of 1d8 damage, or remove a disease from them. On a 7-9, they are healed, but the damage or disease is transferred to you.

# 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:

## Setup Strike

**When you Hack & Slash**, choose an ally; their next attack against your target does +1d4 damage.

## Staunch Defender

**When you Defend**, you get +1 hold, even on a miss.

## Holy Power

**When you begin a Quest**, choose either +1 armor or +1d4 damage. You get that bonus as long as you are still on the Quest.

## Bloody Aegis

**When you take damage** you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all three debilities you can't use this move.

## Hospitaller

**When you heal an ally**, you heal +1d8 damage.

## Exterminatus

**When you speak aloud your promise to defeat an enemy**, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.