

NAME


Dwarf: Annika, Brunhilda, Dim, Greta, Janos, Jarl, Ozruk, Rundrig, Surtur, Xotoq
Elf: Cadeus, Eldar, Elohiir, Hasrith, Kithracet, Sharaseth, Shevaral, Telian
Halfling: Aubrey, Baldwin, Bartleby, Becca, Finnegan, Olive, Pippin, Randolph
Human: Ajax, Brianne, Castor, Gregor, Hawke, Hob, Rudiger, Shanna, Walton

LOOK


Hard Eyes, Dead Eyes, or Eager Eyes
 Wild Hair, Shorn Hair, or Battered Helm
 Calloused Skin, Tanned Skin, or Scarred Skin
 Built Body, Lithe Body, or Ravaged Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

GOOD
 Defend those weaker than you.

NEUTRAL
 Defeat a worthy opponent.

EVIL
 Kill a defenseless or surrendered enemy.

STARTING MOVES

ARMORED
 You ignore the clumsy tag on armor you wear.

BEND BARS, LIFT GATES (STR)
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
- You don't attract attention
- You can fix the thing again without a lot of effort

I'M YOUR OPPONENT (STR)
When you engage an enemy in melee combat, they are forced to acknowledge you. When an enemy you are engaged with makes a move against anyone other than you, roll +STR. On a 10+, the move is cancelled - their attack is blocked, their escape route cut off, their spell interrupted. On a 7-9, the move is intercepted - rather than target whoever they want, they must make the move against you. On a 6-, they make a mockery of you - in addition to making their move against whoever they want, they make another move against you.

SIGNATURE WEAPON
 This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true. Your weapon is 2 weight.

Choose 1 or 2 from each list to describe your weapon:

- Ancient, Blood-stained, Crude, Inscribed, Marked, Ornate, Sinister, Unblemished
- Axe, Bow, Club, Fists, Flail, Hammer, Knife, Spear, Sword, Whip

Choose the range that best fits your weapon: Hand, Close, Reach, or Near.
 A Signature Weapon with a range of Near comes with 3-ammo (1-weight).

Choose 2 enhancements for your weapon:

- Hooks and spikes. +1 damage, but +1 weight.
- Sharp. +2 piercing.
- Perfectly weighted. Add precise.
- Serrated edges. +1 damage.
- Glows in the presence of one type of creature, your choice.
- Huge. Add messy and forceful.
- Versatile. Choose an additional range.
- Well-crafted. -1 weight.

RACE

DWARF
When you share a drink with someone, you may Parley with them using CON instead of CHA.

ELF
 Choose one type of weapon - in your hands, that weapon and any similar to it have the Precise tag. **When you wield a Precise weapon,** use +DEX instead of +STR for I'm Your Opponent.

HALFLING
When you Defy Danger and use your small size to your advantage, take +1.

HUMAN
 Once per battle, you may reroll a single damage roll, either yours or someone else's.

BONDS

Fill in the name of one of your companions in at least one:

_____ owes me their life, whether they admit it or not.

I have sworn to protect _____.

_____ is soft, but I will make them hard like me.

I worry about the ability of _____ to survive in the dungeon.



THE FIGHTER

LEVEL _____
 XP _____

GEAR

Your Load is 12 + STR. You carry your signature weapon and dungeon rations (5 uses, 1 weight).

Choose your defenses:

- ☐ Chainmail (1 armor, 1 weight) and adventuring gear (1 weight)
- ☐ Scale armor (2 armor, 3 weight)

Choose two:

- ☐ 2 Healing potions
- ☐ Shield (+1 armor, 2 weight)
- ☐ 22 coin
- ☐ Antitoxin, dungeon rations (1 weight), and poultices & herbs (2 uses, slow, 1 weight)

Record your Signature Weapon here:

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ ARMOR MASTERY

When you make your armor take the brunt of damage dealt to you, the damage is negated, but the armor value of your armor or shield (your choice) is reduced by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor, it is destroyed.

☐ BLACKSMITH

When you have access to a forge, you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.

☐ HEIRLOOM (CHA)

When you consult the spirits that reside within your signature weapon, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. **On a 10+,** the GM will give you good detail. **On a 7-9,** the GM will give you an impression.

☐ IMPROVED WEAPON

Choose one extra enhancement for your signature weapon.

☐ INTERROGATOR

When you parley using threats of impending violence as leverage, you may use STR instead of CHA.

☐ IRON HIDE

You gain +1 armor.

☐ JUST IMPROVISE

Anything you pick up can be used as a weapon for Hack & Slash. Determine a Range tag appropriate to its size. **When you attack with an improvised weapon,** you may destroy it to deal +1d4 damage.

☐ MERCILESS

When you fight without holding anything back, deal +1d4 damage.

☐ MULTICLASS DABBLER

Gain one move from another class. Treat your level as one lower for choosing the move.

☐ PREDATOR INSTINCTS

When you roll a 12+ on I'm Your Opponent, you do more than just stop their move - they give you an opening. Disarm them, cripple them, or deal your damage to them, your choice.

☐ SEEING RED

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

☐ THE STRENGTH OF TEN

Every attack you make has the Forceful tag, and every weapon you wield gains the Thrown and Near tags.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ ARMORED PERFECTION

Replaces: Armor Mastery

When you let your armor take the brunt of damage dealt to you, the damage is negated and you take +1 forward against the attacker, but the armor value of your armor or shield (your choice) is reduced by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor, it is destroyed.

☐ BLOODTHIRSTY

Replaces: Merciless

When you deal damage without holding anything back, deal +1d8 damage.

☐ DEFT FOOTWORK

Requires: Seeing Red

When you are in or closing in to melee combat, take +1 to Defy Danger.

☐ EVIL EYE (CHA)

When you enter combat, roll+CHA. **On a 10+,** hold 2. **On a 7-9,** hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. **On a miss,** your enemies will immediately identify you as their biggest threat.

☐ EYE FOR WEAPONRY

When you look over an enemy's weaponry, ask the GM how much damage they do. They must tell you the truth.

☐ MULTICLASS INITIATE

Required: Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

☐ STEEL HIDE

Replaces: Iron Hide

You gain +2 armor.

☐ SUPERIOR WARRIOR

When you Hack & Slash, on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

☐ THE STRENGTH OF A HUNDRED

Requires: The Strength of Ten

Anyone you carry counts as 1-weight, no matter how much they weigh or carry themselves. Anyone you pick up has the Near and Thrown tags. You will always win a one on one contest of strength.

☐ THROUGH DEATH'S EYES

When you go into battle, roll+WIS. **On a 10+,** name someone who will live and someone who will die. **On a 7-9,** name someone who will live or someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. **On a miss,** you see your own death: take a -1 ongoing throughout the battle.