

# Name


# Look

Human: Rock, Roll, Bass, Blues, Bomber, Rush  
[Dwarf] Proto, Light, Guts, X, Zero

Choose one for each:  
Steely Eyes, Sharp Eyes, or Clever Eyes  
Swish Hat, Proper Hat, or Flowing Hair  
Tight Clothes, Uniform, or Long Coat

Assign these scores to your stats: 17 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

Damage  Armor  HP  Your Max HP is 8+Constitution

# Alignment

- Chaotic  
Confront an important foe, and take their abilities
- Good  
Place yourself in the way of a tyrant or evil force

# Race

- Dwarf  
When you observe and mimic an ability from wildlife, take one extra hold
- Human  
When you take and wield a weapon from a foe, take +1 forward on your next Hack and Slash
- Automaton  
One of your weapons is integrated into your body. Describe how.

# Bonds

Fill in the name of one of your companions in at least one:  
I have learned from \_\_\_\_\_ before and they do not know it  
\_\_\_\_\_ has many skills I would like to acquire  
\_\_\_\_\_ is an ally against my nemesis  
\_\_\_\_\_ does not value my abilities. I will prove them wrong

# Starting Moves

You start with these moves:

## Watch and Learn

When you observe and attempt to mimic a non-combat action, roll+int  
On a 7+, Hold 2, On a 10+, Hold 3, on a miss, Hold 1 in addition to whatever the GM says.  
You twist your body, turn just right, mimicking the move with stunning accuracy. Spend Hold on the options below.

- Improve on the original move. Giving you +1 forward. If you are mimicking a player, they also gain +1 Forward
- You remember the action for later
- You use your other skills and moves in addition to the move, putting you in a stronger position than whatever you mimicked
- You move faster than whatever you mimic, finishing the move far quicker than they do
- Mimic the move as you watch it

## Quick Shot

When you are outnumbered and laugh at the danger, ready your crossbow and take fire at up to 3 targets at once, in rapid succession, roll+dex.  
On a 10+, you hit all your targets in a stunning display of speed, roll damage+1d4 and divide the damage as you see fit  
On 7-9, you hit half your targets, as quick as you can, but not quick enough. you take a hit, but roll damage and divide it as you see fit

## Fight Like a Shadow

You have a supernatural ability to copy moves, skills, stunts and actions that you watch. When fighting with foes of comparable shape, roll+int  
On a 10+, you copy their style, and learn how to slip through their defenses. Ask the GM 2 questions about their fighting style and how to exploit it  
On a 7-9, you get the basic gist of their fighting style and moves. Ask the GM 1 question about their fighting style, and ask for 1 idea on how to exploit it.  
On a miss, you get the wrong idea, take -1 forward to your next Defy Danger or Hack and Slash.

## Claimer of the Fallen Blades

When you fell a mighty foe, you may take their weapon. You have already mastered it before your hand claims it, remove any clumsy tags it would have, as long as you use it as they did.

# The Mimic

Level   
XP

# Gear

Your Load is 8+STR. You start with dungeon rations (1 weight, 5 uses) and a bundle of bolts (3 ammo, 2 weight). Choose your armament:

- Crossbow (Near, Far, 1 weight) and short sword (Close, 1 weight)
- Crossbow (Near, Far, 1 weight) and staff (Reach, 1 weight)

Choose your armour:

- Leather cloak (1 armour, 1 weight)
- Bare chested, Heavy Shield (2 armour, 2 weight)

Choose one:

- Adventuring gear (1 weight) and dungeon rations (1 weight)
- Adventuring gear (1 weight) and bundle of bolts (3 ammo, 2 weight)
- Adventuring gear (1 weight) and a book of recorded actions (3 uses 2 weight)

# Advanced Moves

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

## Memorize This

You remember the last three actions you mimicked.

## Innate Skill

You've watched enough creatures and people moving to remember it in your bones. When you Defy Danger, you can use your INT instead of dex if you are repeating something you have seen before.

## Watch Me Move

When you Aid Another, you may use INT instead of Bonds.

## I Can Remake It

When you take a foes weapon, spend a moment examining it, roll +int. On a 10+, Apply 2 of the following tags, On 7-9, apply 1; [*Forceful*, +1 *Damage*, *Precise*, *Messy*, *Close*, *Reach*]

## Try it this way!

When you show a friend their own move, and offer advice on how to do it better, Roll+Bonds. On a 10+, they gain +1 ongoing to using that move for the next few hours. On a 7-9, they gain +1 forward to the next time they use that move.

## Impersonation

You have honed your mimicry skills to an art. When you pretend to be someone else, your performance is perfect, unless you act out of character for that person.

## Become What You Kill

When you kill a major foe, you have learned their skills, danced their dances and dueled with them, Come up with a move that embodies them with the GM and replace this one with it.

## Quicker Shot

You've been pushing your body beyond its breaking point for a while now. You've gotten faster. When you use Quick Shot you can target up to 5 foes in one shot now, and roll damage+1d6 on a 10+

## Multiclass Initiate

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

## Multiclass Dabbler

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

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

## Memorized That

*Replaces: Memorize This*

You remember the last five actions you mimicked.

## I Can Rebuild It

*Replaces: I Can Remake it*

When you take a foes weapon, examine it for a while. You master it and its techniques, then apply your own. Add any 2 of the following tags to it; [*Forceful*, +2 *Damage*, *Precise*, *Messy*, *Close*, *Reach*, *Thrown*]

## Try it better!

*Enhances: Try it this way*

When you use Try It This Way, on a 12+, you can use that move and gain +1 Forward to it. They gain +2 Ongoing.

## Fight Like You

*Enhances: Fight Like A Shadow*

When you Fight Like A Shadow, in addition to whatever you gain, you also remember the maneuver you did and take +1 forward to repeating it again within the same battle. Also, on a 12+ you may ask the GM one question about the foe, outside of their combat style, in addition to the usual 2 questions.

## Better Than What You Kill

*Requires: Become What You Kill*

When you kill a major foe, you have learned their skills, dueled and danced a deadly game of death with them. Come up with a move that embodies them with the GM and replace this one with it

## Instant Shot

*Replaces: Quicker Shot*

You're a whirlwind of death with your crossbow, moving so quickly it's hard to pinpoint you. When you use Quickshot, you can target any number of foes in one shot and roll damage+1d8 on a 12+

## Dual Wielding

Your muscle control is beyond approach, you may dual wield two crossbows with no penalty. When you shoot with two crossbows, deal an extra 1d6 damage

## Memorized Trick

Choose a move from another party member. So long as you are side by side or share a Bond with that class, you have that move.