

THE WARDANCER



NAME _____

Elf: Caer, Equinox, Elthi'el, Namael, Luelindrielle

LEVEL

XP _____

LOOK

Choose one for each, or write your own:

BODY: Athletic, Dirty, Tattooed. _____

EYES: Emerald, Golden, Deep. _____

HAIR: Braided, Long, Wild. _____

CLOTHES: Red loin cloth, Ample, Baggy pants

ARMOR



HIT POINTS

Max (8+Constitution) Current



DAMAGE



ALIGNMENT/DRIVE

- Chaotic/Boastful**
Cause trouble for yourself or your allies by taking an unnecessary risk.
- Good/Leave this to me**
Take on a challenge by yourself so that others don't have to.
- Neutral/Artistic**
Make a choice based solely on aesthetics instead of good sense.
- _____

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

Strength

STR

Weak -1

Dexterity

DEX

Shaky -1

Constitution

CON

Sick -1

Intelligence

INT

Stunned -1

Wisdom

WIS

Confused -1

Charisma

CHA

Scarred -1

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ constantly needs my protection. I can't wait for the day he/she would prove me wrong.

I wish _____ would stop being so pragmatic and show me his/her artistic side.

_____ and I share the same animosity against _____. Someday we'll inflict them a major hit together.

STARTING MOVES

- Swift**
When you use your superior speed to Defy Danger, treat a result of 7-9 as a 10+.
- All eyes on me**
When you showcase your most difficult moves, roll +CHA.
* On a 10+, you draw attention on you and transfix your public. You and your allies get +1 Forward.
* On a 7-9, you draw unwanted attention on you. Your allies take +1 Forward but you get -1 Forward.
- Parry**
While you wear no armor and wield a weapon, take +1 armor.

- Wardance**
When you find the pulse of a battle and slip into your wardance, roll +CHA.
* On a 10+, Hold 3 Flow.
* On a 7-9, Hold 2 Flow.
* On a miss Hold 1 Flow but lose yourself to a trance-like dance—the GM makes a hard move against you.

As long as you hold Flow, you are wardancing. You can spend Flow to activate the wardance style moves you know.

Choose one of these to start with:

- Shadow Coils**
Wardance style
While you perform a dance of erratic but fluid movements, spend 1 Flow to move through foe and fray without endangering yourself and take +1 Forward to Defend.
- Rain of Thorns**
Wardance style
When you lunge weapon first, spend Flow to add that amount Piercing tag to your attack.

BACKGROUND

- Muse**
Something inspires you greatly and gives you purpose and drive when you dance. Say what and hold 1 extra flow when you use the Wardance move.
- Spirit of a hero**
When you are wardancing, the spirit of a deceased wardancer enters your body and seems to be dictating your movements. While you hold Flow, you are immune to mind control and can hit insubstantial creatures as if they were flesh.
- Not by choice**
You were forced to walk the path of the wardancer by necessity or otherwise. While your brothers are loud and proud, you go unnoticed and strike unexpectedly. Replace *All eyes on me* by:
- Camouflage**
When you keep still in natural surroundings, enemies never spot you until you make a movement.





COIN

STARTING GEAR

Max Load (6+STR) Current



Elven bread (7 uses, ration, 1 weight)

Adventuring Gear (5 uses, 1 weight)

2 short incurved blades (close, sharp, precise, 1 weight)

Choose one ranged weapon:

- Throwing daggers (thrown, reach, ammo 3, 0 weight)
3 javelins (thrown, near, 1 weight)
Sling (near, far, awkward, reload, 0 weight)

Choose two:

- Hammock (comfy, 1 weight)
Bandages (3 uses, slow, 0 weight)
Poultices and Herbs (2 uses, slow, 1 weight)
Antitoxin (0 weight)

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Whirling Death: Wardance style. While you spin frenetically, extending your weapon outward...
Gladewalker: You move swiftly through bushes.
Ambidextrous: When you hit an enemy with Hack and Slash while wielding two weapons...
Warpaints: While you Make Camp or Recover and paint your body with swirling motifs...
Animal instinct: When you rely on your instinct to Discern Realities...
Cleave: When you kill an enemy, you deal 1d4 damage to an adjacent foe.
Parkour: Replaces: Swift. When you use your superior speed and acrobatic feats to Defy Danger...

When you gain a level from 6-10, you may choose from these moves.

- Whirlwind: Replaces: Whirling Death. While you spin frenetically, extending your weapon outward...
Dodge: Wardance style. When you get hit by a melee attack...
Swoop of the hawk: Wardance style. When you make all kinds of dives, stabs and rolls...
Two to tango: Wardance style. When you drag along an ally into a duo choreography...
Avatar of the wilds: Take another move from Druid or Ranger class list.
Slippery: You can automatically escape any physical restraint.
Act first: You're never caught by surprise.
Storm of Blades: Replaces: Ambidextrous. When you hit an enemy with Hack and Slash while wielding two weapons...
Fine lame: When you rely on your agility instead of your strength in combat...
Ritualistic traditions: Requires: Warpaints. When you cover your body in Warpaints...



THE WARDANCER