

NAME 

LOOK

*Elf:* Aelrindel, Daratrine, Galan, Lianthorn, Eloen, Meriaeth, Seldanna, Thalaera  
*Dwarf:* Dalthar, Bolfost, Garrund, Hagol, Mordria, Naldina, Chalunni, Kila, Ardred  
*Human:* Darius, Shingen, Marcus, William, Simon, Jeanne, Alianor, Catherine, Elizabeth

Hard Eyes, Weary Eyes, or Sharp Eyes  
 Plumed Hat, Horned Helmet, or Eyepatch  
 Military Uniform, Furred Mantle, or Worn Finery  
 Scarred Body, Bulky Body, or Lean Body

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

CURRENT  
MAXYOUR MAX HP IS  
10+ CONSTITUTION

ALIGNMENT

 GOOD

Endanger yourself to protect someone else.

 LAWFUL

Choose honor over personal gain.

 NEUTRAL

Defeat a worthy opponent.

 EVIL

Kill a defenseless or surrendered enemy.

RACE

 DWARF

You ignore the clumsy tag on any armor you wear.

 ELF

You always treat longswords as if they had the precise tag.

 HUMAN

Hirelings under your command have +1 Loyalty.

BONDS

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

\_\_\_\_\_ has stood by me in battle and can be trusted completely.

\_\_\_\_\_ doesn't think before they act, and it's always causing me trouble.

I met \_\_\_\_\_ in the last war, but we weren't exactly on the same side.

I've seen \_\_\_\_\_ turn the tide of a battle before.

\_\_\_\_\_ isn't suited for battle; I'd better keep an eye on them.

STARTING MOVES

## WAR LEADER

You can rally warriors to your banner at any time there are suitable people available for you to recruit or lead. When you **rally a war-band together**, they will fight for you for one battle, though they will demand a cut of any loot in exchange. When you **lead your war-band into battle**, roll+CHA. \*On a 10+, hold 3. \*On a 7-9, hold 2. \*On a 6-, hold 1 anyway, but there will be hell to pay afterwards. Over the course of the fight, spend a hold to make your war-band:

- Make a strong assault
- Stand firm against a strong assault
- Make an organized retreat
- Show mercy to their defeated enemies
- Fight and die to the last

On a 10+, the war-band will also fight with you for another battle, assuming they are still fit for duty. On a 7-9, you must spend a hold to get them to fight another battle, otherwise they disperse afterwards.

## TACTICIAN

When you **use your knowledge of tactics, discipline, and strategy on the battlefield**, describe how you accomplish one of the following:

- Create an advantage; you or an ally takes +1 forward when you exploit it
- Disengage from melee with one enemy
- Avoid a hazard on the battlefield without Defying Danger
- Block a blow meant for you or someone else nearby, you take half damage
- Shake off the effects of fear, confusion, or being stunned

Then roll+WIS. \*On a 10+ you do it, no problem. \*On a 7-9 you still get your desired effect, but you also expose yourself to danger, retribution, or cost.

## ALL FOR ONE, AND ONE FOR ALL

When you **Aid an ally in a fight**, they take +2 instead of +1 as well as +1d4 damage forward. When a **hireling aids you in a fight**, you deal an additional +1d4 damage.



THE WARLORD

LEVEL XP

## GEAR

Your load is 11+STR. You start with dungeon rations (5 uses, 1 weight), chainmail (1 armor, 1 weight) and a melee weapon of your choice (close, 1 weight). Choose three:

- Adventuring gear (5 uses, 1 weight)
- Dagger (hand, 1 weight) and 5 coins
- Shield (+1 armor, 2 weight)
- Healing potion
- Bandages (3 uses) and 5 coins
- War horse

## ADVANCED MOVES

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

### BATTLEFIELD STRATEGY

When you **Spout Lore** about a military unit or situation you have **observed**, you may roll with WIS instead of INT. The first person acting on your information takes +1 forward.

### CALL TO ARMS

When you **Recruit**, also pick options equal to your CHA. \*On a 10+ all of them are true. \*On a 7-9 only one of them is true, GM's choice. \*On a 6- none of them are true:

- You may Carouse in town before leaving without spending coins
- Any hirelings you recruit have the cost "blind patriotism" instead of their usual cost.
- One hireling you recruit gets an additional skill point
- You requisition a piece of equipment from the locals

### CRUSADER

Gain a non-multiclass move from the paladin playbook, except *Quest*.

### DEFENSIVE FORMATION

When you **Aid Another** in combat, you may choose to give them +2 armor forward instead of +1d4 damage forward.

### FOR THE CAUSE

When you rally a war-band, the GM will tell you something they will accept in lieu of a cut of any loot: either vengeance, glory, renown, or the greater good.

### HOLD THE LINE

While you are **standing side by side with your allies on the front lines of battle**, you may **Defend** with CHA instead of CON.

### RECONNAISSANCE

When you **send your war-band to scout a dangerous place for you**, you may **Discern Realities** about the place as if you were there.

### STENTORIAN VOICE

You can give **Aid** to anyone who can hear you with inspiring words, strategic advice, or grisly threats, as long as you are within shouting distance.

### TACTICAL EYE

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

- Is there a trap or ambush here, and if so, where?
- 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?

### WATCH DUTY

When you **organize your camp's defenses**, everyone takes +1 to **Take Watch**.

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

### DRILL SERGEANT

As long as you're around, no NPCs under your command will have discipline problems. A hard glare or a sharp rebuke from you will snap them back into line or banish any fear from them, and your war-band will never rout on your watch.

### FIELD LOGISTICS

When you **Undertake a Perilous Journey**, everyone takes +1 to their roles.

### FINGERSPITZENGEFÜHL

When you use **Tactician**, on a hit you may also immediately ask one question from the **Discern Realities** list.

### RECONNAISSANCE-BY-FORCE

*Requires: Reconnaissance*

When you use **Reconnaissance**, on a hit, the war-band provides an additional service for you; choose one:

- They make the enemy break formation or reveal a vulnerability
- They make a hidden enemy or threat reveal itself
- They distract, lure away, or sabotage the first foe they encounter

### LORDLY CALIBER

When you use **War Leader**, you get +1 hold, even on a miss, and add the following choices to the list:

- Bring magical support to a situation
- Hold fast despite overwhelming opposition or danger

### PARAGON

Gain a non-multiclass move from the paladin playbook, except *Quest*.

### SHIELD WALL

*Requires: Hold the Line*

You and all allies in your presence get +1 hold when they **Defend**, even on a 6-.

### TACTICAL COMMANDER

When you use **Tactician**, you may apply your chosen effects to your war-band instead of you, as long as you are present to command them.

### TURN THE TABLES

Add the following options to **Tactician**:

- Escape from a dangerous position
- Lure or push an enemy into a bad position for them

### WAR STORIES

When you **share tales of glorious battles with your comrades**, lose any hold on this move and roll+CHA. \*On a 10+, hold 3. \*On a 7-9, hold 2. \*On a 6-, hold 1 anyway, but there will be trouble when it is spent. Anyone may spend a hold from this move to immediately make the **Tactician** move, rolling for it as usual with their own WIS and taking +1 to the roll.