

NAME

LOOK

Dwarf: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq

Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian

Halfling: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca

Human: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

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 (+0), 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



CURRENT MAX 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

BEND BARS, LIFT GATES

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
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

RACE

DWARF

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

ELF

Choose one weapon—you can always treat weapons of that type as if they had the precise tag.

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 (yours or someone else's).

ARMORED

You ignore the clumsy tag on armor you wear.

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.

Choose a base description, all are 2 weight:

- | | |
|---------------------------------|--------------------------------|
| <input type="checkbox"/> Sword | <input type="checkbox"/> Spear |
| <input type="checkbox"/> Axe | <input type="checkbox"/> Flail |
| <input type="checkbox"/> Hammer | <input type="checkbox"/> Fists |

Choose the range that best fits your weapon:

- Hand
- Close
- Reach

Choose two enhancements:

- 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.

Choose a look:

- | | |
|--------------------------------------|--|
| <input type="checkbox"/> Ancient | <input type="checkbox"/> Blood-stained |
| <input type="checkbox"/> Unblemished | <input type="checkbox"/> Sinister |
| <input type="checkbox"/> Ornate | |

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 _____.

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

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



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 (0 weight)
- Shield (+1 armor, 2 weight)
- Antitoxin (0 weight), dungeon rations (1 weight), and poultices and herbs (1 weight)
- 22 coins

ADVANCED MOVES

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

MERCILESS

When you deal damage, deal +1d4 damage.

HEIRLOOM

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.

ARMOR MASTERY

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

IMPROVED WEAPON

Choose one extra enhancement for your signature weapon.

SEEING RED

When you discern realities during combat, you take +1.

INTERROGATOR

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

SCENT OF BLOOD

When you hack and slash an enemy, your next attack against that same foe deals +1d4 damage.

MULTICLASS DABBLER

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

IRON HIDE

You gain +1 armor.

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.

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

BLOODTHIRSTY

Replaces: Merciless

When you deal damage, deal +1d8 damage.

ARMORED PERFECTION

Replaces: Armor Mastery

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

EVIL EYE

Requires: Seeing Red

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 6-, your enemies immediately identify you as their biggest threat.

TASTE OF BLOOD

Replaces: Scent of Blood

When you hack and slash an enemy, your next attack against that same foe deals +1d8 damage.

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.

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 6- you see your own death and consequently take -1 ongoing throughout the battle.

EYE FOR WEAPONRY

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

SUPERIOR WARRIOR

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