

NAME

LOOK

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
<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 MAX YOUR MAX HP IS 10+CONSTITUTION

MISSION

STARTING MOVES

MOTIVATION

- GUARDIAN: Defend those weaker than you.
- GLORY: Defeat a worthy opponent.
- DESTRUCTION: Destroy something beautiful.

WEAKNESS

- CLUELESS: Be ignorant of the world and its ways.
- CRUEL: Seek to inflict pain and suffering.
- VENGEFUL: Avenge all injuries and insults.

BONDS

Fill in the name of one of your crew 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 on their own.

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

FEAT OF STRENGTH

When you use pure strength on an object, 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

INTIMIDATING PRESENCE

When you give an NPC an order, roll+CHA. \* On a 10+, you take +1 forward against them and choose one. \* On a 7+, choose one. \* On a miss, they do as they please and you take -1 forward against them.

- They do what you say
- They back away cautiously, then flee
- They attack 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.

Choose a base description:

- Club (2 weight)
- Fists (0 weight)
- Knife (1 weight)
- Mace (1 weight)
- Short Sword (1 weight)

Choose the range that best fits your weapon:

- Close
- Reach

Choose two enhancements:

- Perfectly weighted. Add precise.
- Sharp. +2 piercing.
- Huge. +1 damage, but +1 weight.
- Versatile. Choose an additional range.
- Well-crafted. -1 weight.

THE MUSCLE

LEVEL   
XP

## GEAR

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

Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Chain shirt (2 armor to chest, 1 weight)

Choose two:

- 2 Healing salves (10 hp or 1 debility each, 0 weight)
- Buckler (+1 armor, Fortified, 2 weight)
- Sling (near, 2 weight) and sack of stones (3 ammo, 0 weight)
- 22 coins

## ADVANCED MOVES

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

### BERSERKER

When you suffer a debility during combat, make a roll+CON. On a 10+, choose two. \*On a 7-9, choose one.

- You ignore the debility until the end of combat
- You take +1 forward against whoever caused the debility
- You deal damage to whoever caused the debility

### DABBLER

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

### EYE FOR WEAPONRY

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

### HARD TO KILL

When you take your **Last Breath**, you take +1.

### 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.

### MERCILESS

When you deal damage, deal +1d4 damage.

### SCENT OF BLOOD

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

### SEEING RED

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

### TOUGH AS NAILS

You gain +1 armor.

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.

### 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.

### SUPERIOR WARRIOR

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

### STEEL HIDE (Replaces Tough as Nails)

*Replaces: Iron Hide*

You gain +2 armor.

### TASTE OF BLOOD

*Replaces: Scent of Blood*

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

### 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.

### UNSTOPPABLE

*Requires: Berserker*

When you reach 0 HP during combat, make a roll+CON. On a 10+, choose two. \*On a 7-9, choose one.

- You gain a surge of +1d6 HP.
- You take +1 forward against whoever caused the latest HP loss.
- You deal damage to whoever caused the latest HP loss