

Name

Look

Driven eyes, curious eyes, or joyful eyes
tied-back hair, Traveler's hat, or Cropped hair
Worn garments, Practical clothes, or Unremarkable clothes
Sturdy body, Scarred body, or Old body

Assign these scores to your stats : 16 (+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

Strength

Weak -1

Dexterity

Shaky -1

Constitution

Sick -1

Intelligence

Stunned -1

Wisdom

Confused -1

Charisma

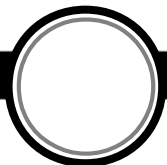
Scarred -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

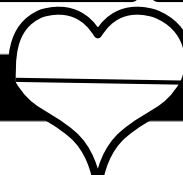
Damage



Armour



HP



Max HP is 8 + Constitution

Drive

- Sentinel:** protect someone without them ever knowing
- Champion of the People:** stand up to an oppressive authority
- Oathbound:** fulfill an important promise

Starting Moves

Determined

When you prepare yourself to endure some hardship without fighting back, roll+CON. On a hit, you can either take half damage or you can completely ignore one other ill effect. On a 10+, you can also defeat, expose, or frustrate your opponent with your stubbornness.

Tenacious

When you enter a fight, roll+CON. On a 10+, hold 3 Tenacity. On a 7-9, hold 2 Tenacity. On a miss, hold 1 Tenacity anyway, but your enemies already have the drop on you. Spend a tenacity during the fight to achieve one of the following effects:

- Block a blow meant for you or someone else (you take half damage).
- Break free from bonds or other confinement.
- Cross the distance between yourself and a foe, bypassing all obstacles.
- Deal your damage to a foe within reach.
- Leap over or across a physical obstacle.

You lose any remaining Tenacity once the fight is over.

Pugilist

You are never unarmed—your body, and each of your limbs, is a weapon (hand, 0 weight), just as good as any other.

Race

BONDS

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

_____ needs protecting.

I'd like think of _____ as a friend.

_____ has been through hardships that would break me. They can stand strong against the trial ahead

I have heard of _____'s exploits and am suitably impressed.

The Scrapper

Level
XP

Gear

Your load is 6 + STR. You have clothes appropriate to your calling and present situation, dungeon rations (5 uses, 1 weight), an item that remind you of home (0-weight), and choose one:

- Adventuring gear (5 uses, 1 weight).
- Chainmail (1 armour, 1 weight).
- Ragged bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight).
- Bandages (3 uses, slow) and a healing potion.
- Shield (+1 armour, 2 weight).

Advanced Moves

When you gain a level from **2-5**, choose from these moves or choose a spell from the next page.

Bloody Aegis

When you take damage, you can grit your teeth and accept the blow. If you do, you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

Driven

If you accomplish your alignment condition during a fight, gain one Tenacity, up to a maximum of three total.

Setup Strike

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage.

Thick hide

When you wear no armour or shield, you have 2 armour.

Iron will

When you are subject to mind control or magic that influences your feelings, you may choose to take 1d4 damage (ignores armour) and ignore the influence.

Robust Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +Con or increases your physical abilities.

Staunch Defender

When you defend, you always get +1 hold, even on a miss.

Team Player

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.

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

Impossibly Tenacious

When you roll Tenacious, always hold +1 tenacity, even on a miss

More Scars Than Skin

Replaces: Thick hide

When you wear no armour or shield, you have 3 armour.

Wary Eye

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

Indomitable

Add these to the list of deeds you can spend a Tenacity to perform:

- Break through a physical obstacle.
- Deal your damage to a foe within sight.
- Grab an item within reach. Now it is yours

.Robust initiate

Requires: Robust Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +Con or increases your physical abilities.

Impervious Defender

Replaces: Staunch Defender

When you defend, you always get +1 hold, even on a miss. On a 12+, instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

Rally

When you suffer a debility (even through Bloody Aegis), take +1 forward against whatever caused it.

Paranoia

You can never be ambushed or surprised. When an enemy, trap, or accident would get the drop on you, you get to act first.