

NAME

LOOK

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

Hard Eyes, Weary Eyes, or Sharp Eyes
 Plumed Hat, Horned Helmet, or Circlet
 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 MAX YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- GOOD**
Endanger yourself to protect or aid another.
- LAWFUL**
Choose honor over personal gain.
- NEUTRAL**
Defeat a worthy opponent.
- EVIL**
Kill a defenseless or surrendered enemy.

STARTING MOVES

I AM THE LAW
 When you **give an NPC an order based on your authority**, roll+CHA. *On a hit, they choose one:

- Attack you.
- Back away cautiously, then flee.
- Do what you say.

*On a 10+, you also take +1 forward against them. *On a miss, they do as they please and you take -1 forward against them.

SKIRMISHER
 When you **enter a battle**, roll+WIS. *On a 10+, hold 3. *On a 7-9, hold 2. On a *miss, hold 1 anyway, but take -1 forward and your enemies see you as their main threat. During the battle, spend a hold to:

- Choose a character that can see or hear you and direct them out of a bad position.
- Choose a character within your reach and lure them into a bad position.
- Choose a character within your reach and redirect their attack.
- Choose a character you can see or hear. You reach them before they can react.

WAR LEADER
 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.

STENTORIOUS VOICE
 You can give Aid to any person who can hear you with inspiring words, tactical advice, or grisly threats, no matter where you are.

RACE

- DWARF**
When you Aid Another, you take +1 armor forward.
- ELF**
Choose one weapon—you can always treat weapons of that type as if they had the precise tag.
- HUMAN**
Once per battle you may reroll a single damage roll (yours or someone else's).

BONDS

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

_____ owes me their life, whether they admit it or not.

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

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

I have sworn to protect _____.

_____ isn't suited for battle, I'd better keep an eye on him.



THE WARLORD

LEVEL

XP

GEAR

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

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

ADVANCED MOVES

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

ARMORED

You ignore the clumsy tag on any armor you wear.

BATTLEFIELD STRATEGY

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

CHARGE!

When you **lead the charge into combat**, those you lead take +1 forward.

EXTERMINATUS

When you **speak aloud your promise to defeat an enemy**, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

A LITTLE HELP FROM MY FRIENDS

When you **successfully Aid someone**, you take +1 forward as well.

RECRUIT FOR THE CAUSE

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 miss, none of them are true:

- You gain the support of the locals, and may carouse in town before leaving.
- You recruit a small squad of hirelings who do not have skills.
- You recruit an additional, skilled hireling.
- You requisition a piece of equipment from the locals.

SETUP STRIKE

When you **Hack and Slash**, choose an ally. Their next attack against your target does +1d4 damage.

STAUNCH DEFENDER

When you **Defend**, you get +1 hold, even on a miss.

TACTICAL COMMANDER

When you **direct a unit of troops in the heat of battle**, roll+CHA. *On a 10+, choose three results from the list below. *On a 7-9, choose two. *On a miss, choose one anyway, but take -1 forward and your enemies see this unit as their main threat.

- Choose a hazard on the battlefield: Your unit avoids it.
- Choose a location within reach: Your unit gets to it or deep into the troops defending it.
- Choose an enemy unit within reach: Your unit engages them and pins them down.
- Choose an enemy unit you are engaged with: Your unit breaks contact in an orderly fashion.
- You rally them: No member of your unit is shaken or routed.

VOICE OF AUTHORITY

Take +1 to order hirelings.

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

BAND OF BROTHERS

You may write an additional two Bonds with other characters. The maximum number of Bonds you may have is now seven.

BATTLE PLANS

When you **make a plan before a battle**, roll+WIS. *On a 10+, hold 3. *On a 7-9, hold 2. *On a miss, hold 1 anyway, because you'll need it when everything goes to hell. Spend a hold at any time before the end of the battle to declare a plan of action. Anyone pursuing that plan takes +1 forward.

EVER ONWARD

Replaces: Charge!

When you **lead the charge into combat**, those you lead take +1 forward and +2 armor forward.

HOLD THE LINE

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

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.

LORDLY AUTHORITY

Replaces: Voice of Authority

Take +1 forward to order hirelings. Also, on a 12+, the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

MARK OF MIGHT

When you take this move and spend some uninterrupted time reflecting on your past glories, you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc). Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

SHIELD WALL

All allies in your presence get +1 hold when they Defend, even on a miss.

TACTICAL AWARENESS

Requires: Tactical Commander

You get +1 hold when you use Skirmisher, and add the following option to the lists:

- Ask two questions from the Discern Realities list

TANDEM STRIKE

Replaces: Setup Strike

When you **Hack and Slash**, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.