

# NAME

# LOOK

Abraham, Bobby, Charles, Douglas, Ethan, Fiona, Grant, Helen, Isabelle, Juliette, Karl, Louis, Michael, Nathan, Ophelia, Pauline, Quincy, Rachel, Sean, Tim, Ulysses, Violet, Walter, Xerxes, Yousif, Zachery

Milky Eyes, Distant Eyes, Naive Eyes  
Dirty Hair, Bald, Sunbleached Hair  
Ragged Clothes, Dirty Clothes, Stolen Clothes  
Missing Teeth, Pox Scarred, Swollen Stomach

ASSIGN THESE SCORES TO YOVR STATS : 15 (+1), 15(+1), 12(+0), 11(+0), 8(-1), 7(-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

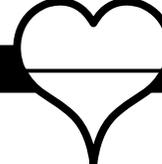
## DAMAGE



## ARMOR



## HP



Max HP is 6 + Con

## ALIGNMENT

## STARTING MOVES

- Decent** : Help someone who cannot help you in return.
- Despicable** : Take advantage of a neutral party, or an ally, during a moment of weakness.

## RACE

- Human** : When you make camp in a village or city you don't need to consume a ration.
- Elven** : Take +1 to Defy Danger rolls when in the woods.

## BONDS

\_\_\_\_\_ did wrong by my family, and I haven't forgotten.

I will rescue \_\_\_\_\_ to show my worth.

\_\_\_\_\_ knows my dirty secret.

### A Million of Them

Instead of making the Last Breath move, the Commoner dies when reduced to 0 hp. Introduce a new Commoner of the same level and experience, although not necessarily the same Bonds or Advanced Moves, at the first opportunity.

### Not a Murder Hobo

Any weapon you handle gains the Dangerous tag. All armor you wear gains the Clumsy tag. If the armor already had that tag you're an inefficient mess while wearing it - treat every roll as a miss.

### Cower

When you drop any weapons you hold and beg for mercy, opponents ignore you in favor of other targets.

### In Over My Head

Gain twice as many XP for failed Defy Danger rolls.

### Not Totally Clueless

You have skills as a Hireling, equal to your current level and distributed amongst the seven options (See pages 38-39 of the Core Rulebook for details)

Adept \_\_\_\_\_ Burglar \_\_\_\_\_ Minstrel \_\_\_\_\_

Priest \_\_\_\_\_ Protector \_\_\_\_\_ Tracker \_\_\_\_\_

Warrior \_\_\_\_\_



# THE COMMONER

## LEVEL

## XP

## GEAR

Your Load is **8 + STR**. You start with a few meals (**5 uses, 1 Weight, Perishable**)

You start with a melee weapon :

- Dagger (Hand, **1 Weight**)
- Staff (Close, Two Handed, **1 Weight**)

And two of the following :

- Leather Armor (**1 Armor, 1 Weight**)
- A lute or fiddle
- A tool of your previous trade \_\_\_\_\_
- Your life savings, 8 coins
- Adventuring Gear (**5 uses, 1 Weight**)
- Dungeon Rations (**5 uses, 1 Weight**)

## ADVANCED MOVES

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

- Endure Duress**  
When you fail a roll take +1 forward.
- Inconspicuous**  
You can blend in and disappear in any populated area.
- Oh, Yeah, I've Heard About That**  
Take +1 to Spout Lore when you tell how you heard about the subject.
- Quick Adapter**  
Lose the "Not A Murder Hobo" move.
- You Don't Know Me**  
Take a non-multiclass move from the Thief or Ranger playbook of your level or below.
- Rumor Has It**  
When you spend a few hours in a civilized area with your ear to the ground, roll + CHA.  
On a 10+ the GM will give you a rumor about a thing or person that you have been searching for.  
On a 7-9 the GM will give you a rumor about something or someone that may be handy.  
On a miss the GM will tell you how you gain the ire of someone dangerous.
- Gossip**  
When you share gossip with the locals, you may trade Bolster, 1 for 1, for a significant secret about someone you know the name of.
- Handy And Underfoot**  
You may treat your Bonds as one higher when making Aid and Interfere moves.
- Friendly**  
Make two new Bonds.

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

- Apprenticeship**  
When you next take a week or more of downtime, choose a move from a playbook no one else is using.
- Journeyman (requires Apprenticeship)**  
Take a second move from the same playbook you chose when you took the Apprenticeship move.
- Master (requires Journeyman)**  
Take a third move from the same playbook you chose when you took the Apprenticeship move.
- Expert**  
Add an extra three points to one of your henchman skills.
- Jack Of All Trades**  
Gain a point in every henchman skill except your highest. Choose in the case of a tie for 'highest'.
- Squire**  
When you enter into battle, dedicating yourself to aiding a single person, they gain :
  - Your damage as a bonus to any they apply in close combat.
  - +1 ongoing.
  - All violence aimed at them is intercepted by and applied to you instead.This lasts until you allow yourself to become distracted, abandon the effort, or step more than a few paces away from them.
- Sherpa**  
You may efficiently assist everyone making a Perilous Journey roll at the same time, granting them all +1