

Name

Race

Look

Choose a name or make your own:

Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia
Octavia, Regulus, Valeria, Sanguinus, Titianus
Russ, Ferrus, Vulkan, Fulgrim, Lorgar, Rogal, Horus

Choose a race or make your own:

Human, Elf, Dwarf, Halfling, Half-Elf
Lizardfolk, Orc, Gnome, Goblin, Hobgoblin
Tiefling, Catfolk, Kobold, Aasimar, Naga

Choose one for each or make your own:

Kind Eyes, Fiery Eyes, Glowing Eyes, _____
Helmet, Styled Hair, Bald, _____
Worn Holy Symbol, Fancy Holy Symbol, _____

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
STR	DEX	CON	INT	WIS	CHA

Damage



Armor



HP



Your Max HP is 25

Drive

Choose your race, and then choose one drive.

PUNISHER

Deny mercy to a criminal or nonbeliever.

PROTECTOR

Endanger yourself to protect someone weaker than you.

PURIFIER

Destroy the wicked and unclean.

Deity

You are the chosen of a god. Give your god a name (maybe Helferth, Succellus, Zorica or Krugon the Bleak) and choose it's domain:

- Healing and Restoration, Bloody Conquest, Civilization
- Knowledge and Hidden Things, The Downtrodden and Forgotten,
- What Lies Beneath, Death, Light and Flame, Trickery and Luck
- Create your own _____

Name your god: _____

Bonds

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

_____ 's misguided behavior endangers their very soul!
_____ has stood by me in battle and can be trusted completely.

I respect the beliefs of _____ but hope they will someday see the true way.

_____ is a brave soul, I have much to learn from them.

Starting Moves

You start with these moves:

LAY ON HANDS

When you touch someone, skin to skin, and pray for their well-being, roll+CHA.

*On a 10+: They heal 1d6 damage or remove one disease.

*On a 7-9: They are healed, but the damage or disease is transferred to you.

ARMORED

You ignore the Clumsy tag on armor you wear.

I AM THE LAW

When you give an NPC an order based on your divine authority, roll+CHA.

*On a 10+: They choose one, and you also take +1 forward against them.

*On a 7-9: They choose one.

*On a 6-: They do as they please and you take -1 forward against them.

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

QUEST

When you dedicate yourself to a mission through prayer and ritual cleansing, state what you set out to do:

- Slay _____, a great blight on the land
- Defend _____ from the iniquities that beset them
- Discover the truth of _____

Then choose up to two boons:

- An unwavering sense of direction to _____.
- Invulnerability to _____ (e.g., edged weapons, fire, enchantment, etc.)
- A mark of divine authority
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Wrath (forbidden: suffering an enemy of your god to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)



The Paladin

Level

XP

Your load is 12+STR. Your starting gear is:

- Dungeon Rations (5 uses, 1 weight)
- Adventuring Gear (5 uses, 1 weight)
- Scale Armor (2 armor, 3 weight)
- Some mark of faith, **describe it** (0 weight)

Choose your weapon:

- Long Sword (*Close*, 1 weight) and Shield (+1 armor, 2 weight)
- Flail (*Close*, 1 weight) and Shield (+1 armor, 2 weight)
- Claymore (*Reach, Two-Handed*, 2 weight)
- Halberd (*Reach, Two-Handed*, 2 weight)
- Scythe (*Reach, Two-Handed*, 2 weight)
- Large Warhammer (*Forceful, Two-Handed*, 2 weight)

Advanced Moves

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

I DIDN'T TELL YOU TO STOP

When you **Aid an ally**, you help push them beyond their limits.

***On a 10+:** They get to **choose one**.

***On a 7-9:** As a 10+ but they must also **suffer a debility** of their choice.

- They take +2 **Armor** forward.
- They deal +1d4 **damage** forward.
- They **heal 1d8** damage.

AURA OF RETRIBUTION

When you **take a moment and pray for divine protection**, roll+CHA.

***On a 10+:** When you or an ally you can see **takes damage from an opponent**, that opponent takes **1d4 damage** that ignores armor.

***On a 7-9:** As a 10+ but you take **-1 ongoing** while you maintain the aura.

The aura ends when you lose concentration on maintaining it's effect.

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.

CHARGE!

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

STAUNCH DEFENDER

When you **Defend**, you always get +1 **Defense**, even on a 6-.

SETUP STRIKE

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

HOSPITALLER

When you **heal an ally**, you **heal +1d6** damage.

EVIDENCE OF FAITH

When you **see divine magic as it happens**, you can ask the GM which deity granted the spell and its effects. Take +1 **forward** when acting on the answers.

RIGHTEOUS WRATH

When you **draw your weapon against an enemy of your god**, your weapon glows with holy power. Your enemy can be harmed by your weapon regardless of any supernatural protection, and they cannot regenerate from any wounds you inflict.

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

EXTERMINATUS

Requires: A Two-Handed Weapon

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.

DIVINE SHIELD

Requires: A Shield

Your shield glows with the energy of your god. When you **Defend an ally**, you may spend 1 **Defense** to knock one attacker back with divine power after they make their attack. Deal damage to them.

IRON HALO

When you **boldly stride into battle, trusting in the power of your God to protect you from the slings and arrows of your enemies**, roll +CHA.

***On a 10+:** Gain **Protection 3**

***On a 7-9:** Gain **Protection 1**

Your god protects you from arrows, javelins, and other such missiles, with a tangible shield of faith. Spend your **Protection** to negate a ranged volley directed at you (either prevent the damage, or automatically succeed at a defy danger roll). **Protection** lasts until the end of the battle, or until it is spent.

IMPERVIOUS DEFENDER

Replaces: Staunch Defender

When you **Defend**, you always get +1 **Defense**, even on a 6-. When you **get a 10+ to Defend** instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

TO ME!

When you **Defend an ally**, any allies who also commit to defending with you gain +1 **Defense** each.

INDOMITABLE

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

PERFECT KNIGHT

When you **Quest**, choose three boons instead of two.

MARTYR

When anyone **within your reach either makes or is subject to an offensive move**, you may intercept it. The move affects you instead of the intended target.