

MASHUP WORLD

by Seth Halbeisen Version 1.0 2019

Mashup World is a resigned and revision of the playbooks used in Dungeon World, along with tweaking of its core rules. Almost all of Mashup World is taken from other dungeon world hacks. In essence I have cut and pasted from other authors and implemented their ideas while keeping core dungeon world mechanics.

Incorporations used in the document include:

- a) Homebrew World by Jeremy Strandberg,
- b) Forth World 1.5 by by Lester Ward,
- c) Dungeon World Alternative Playbooks by Jacob Randolph,
- d) Dungeon World Playbooks 2.0 by designed by Stefan Grambart, Dungeon World by Sage LaTorra and Adam Koebel,
- e) Minimal Playbooks “char-creation-sheets” by Greg Soper.
- f) One shot world by Yochai Gal

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Whats Different Here?

- The inclusion of advantage/disadvantage. (a)
- Parley is rewritten; as an info-gathering move and a “convince them” move. (a)
- Aid is rewritten as well. (a)
- Interfere has been removed from the game.
- There are only 3 debilities, and each affects two statistics. But they’re easier to clear. (a).
- XP and leveling. Levels have been removed from the game. You still get XP on a miss and when you Make Camp (in a one shot) or at end of a session (Long term play). (a)
- Advancement has been simplified. (a)
- You can burn an XP to give yourself a +1 on a roll you just made. (a)
- No more “large numbers” for statistics, just modifiers. (a)
- Statistic improvement is now part of advancement selection.
- HP has a set starting number per class, modified by the character’s CON. (a)
- Players can now increase their HP through advancement.
- “Race” is part of your looks. (a)

- A selection of Backgrounds. (a)
- Drives instead of Alignments. (a) (e)
- Many changes (some small, some big) within the classes themselves. (a) (b) (c) (d) (e) (f)
- Inclusion of the Artificer and Mage (Sorcerer) playbooks, and aspects of the Priest alternate playbook used in the Cleric playbook. (c)
- Bonds and Flags have been removed from the game. and replaced by Introductory questions in each playbook. (f)

Printing Instructions

Print this document on 8.5 x 11 paper (or A4, scaled to fit). Print double-sided, flipping on the short edge. After printing cut the “Basic Moves” pages in half. (This creates two reference pages. Print enough so that each player has one, and one for the GM.)

SAMPLE EQUIPMENT LIST

Weapons

Bola: *thrown, near, entangling*, 1 coin, 1 weight
 Blowgun: *near*, –2 damage, 2 coins, 0 weight
 Blowgun needles: 5 *ammo*, 1 coin, 0 weight
 Ragged Bow: *near*, 15 coins, 2 weight
 Fine Bow: *near, far*, 60 coins, 2 weight
 Hunter’s Bow: *near, far*, 100 coins, 1 weight
 Crossbow: *near*, +1 damage, *reload*, 35 coins, 3 weight
 Bundle of Arrows: 3 *ammo*, 1 coin, 1 weight
 Elven Arrows: 4 *ammo*, 20 coins, 1 weight
 Net: thrown, *near, entangling, awkward*, 1 coin, 1 weight
 Club, Shillelagh: *close*, 1 coin, 2 weigh
 Staff: *close, two-handed*, 1 coin, 1 weight
 Dagger, Shiv, Knife: *band*, 2 coins, 1 weight
 Stiletto: *band, precise, 1 piercing*, 3 coin, 1 weight
 Throwing knives: *thrown, near, band*, 3 *ammo*, 3 coins, 1 weight
 Short Sword, Axe, Warhammer, Mace: *close*, 8 coins, 1 weight
 Spear: *reach, thrown, near*, 5 coins, 1 weight
 Long Sword, Battle Axe, Flail: *close*, +1 damage, 15 coins, 2 weight
 Halberd: *reach*, +1 damage, *two-handed*, 9 coins, 2 weight
 Rapier: *close, precise*, 25 coins, 1 weight
 Dueling Rapier: *close, 1 piercing, precise*, 50 coins, 2 weight

Lance: *reach, astride, forceful*, 15 coins, 2 weight
 Maul, Greataxe: *close, two-banded, messy*, 20 coins, 3 weight
 Whip: *reach, dangerous, entangling*, 4 coins, 1 weight

Armor

Leather, Chainmail: 1 armor, 10 coins, 1 weight
 Scale Mail: 2 armor, *clumsy*, 50 coins, 3 weight
 Wyvern-skin: 2 armor, 300 coins, 1 weight
 Plate: 3 armor, *clumsy*, 350 coins, 4 weight
 Shield: +1 armor, 15 coins, 2 weight
 Barding, Light: +1 armor, 40 coins, 2 weight
 Barding, Heavy: +2 armor, *clumsy*, 200 coins, 6 weight

Dungeon Gear

Adventuring Gear: 5 uses, 20 coins, 1 weight
 Bandages: 3 uses, *slow*, 5 coins, 0 weight Heal 4
 Poultices and Herbs: 2 uses, *slow*, 10 coins, 1 weight. Heal 7
 Healing Potion: 50 coins, 0 weight Heal 10 or Debility
 Keg of Dwarven Stout: 10 coins, 4 weight
 Bag of Books: 5 uses, 10 coins, 2 weight
 Antitoxin: 10 coins, 0 weight
 Dungeon Rations: 5 uses, 3 coins, 1 weight
 Personal Feast: 1 use, 10 coins, 1 weight
 Dwarven Hardtack: 7 uses, 3 coins, 1 weight
 Elven Bread: 7 uses, 10 coins, 1 weight
 Halfling Pipeleaf: 6 uses, 5 coins, 0 weight
 Poisons: (All of 0 weight)
 Oil of Tagit: *Dangerous, applied*, 15 coins
 Bloodweed: *Dangerous, touch*, 12 coins,
 Goldenroot: *Dangerous, applied*, 20 coins,
 Serpent’s Tears: *Dangerous, touch*, 10 coins

Transport

Cart and Donkey: 50 coins, load 20
 Goat: 10 coins, load 3
 Donkey: 35 coins, load 9
 Horse: 75 coins, load 10
 Warhorse: 400 coins, load 12
 Wagon: 150 coins, load 40
 Barge: 50 coins, load 15
 River boat: 150 coins, load 20
 Merchant ship: 5,000 coins, load 200
 War ship: 20,000 coins, load 100

Services

A week’s stay at a peasant inn 14-CHA coins
 A week’s stay at a civilized inn 30-CHA coins

A week’s stay at a fancy inn 43-CHA coins
 A week’s unskilled labor 10 coins
 A month’s army pay 30 coins
 Custom blacksmith work Base Item + 50 coins
 A night’s “companionship” 20-CHA coins
 An evening of song and dance 18-CHA coins
 Escort per day tough route 20 coins
 Escort per day dangerous route 54 coins
 Passage on a safe route: 1 coin
 Passage on a tough route: 10 coins
 Passage on a dangerous route: 100 coins
 A run-of-the-mill killing 5 coins
 An assassination 120 coins
 Healing from a surgeon 5 coins
 A month’s prayers for the departed 1 coin
 Repairs to an item 25% of the item’s cost
 Messenger, local 1 coin
 Messenger, steading-to-steading 25 coins
 Library access 10 coins

Meals

A hearty meal for one 1 coin
 A poor meal for a family 1 coin
 A feast 15 coins per person

Bribes:

A peasant dowry 20-CHA coins
 “Protection” 100-CHA coins
 A government bribe 50-CHA coins
 A compelling bribe 80-CHA coins

Land and Buildings:

A hovel 20 coins
 A cottage 500 coins
 A house 2,500 coins
 A mansion 50,000 coins
 A keep 75,000 coins
 A castle 250,000 coins
 A month’s upkeep 1% of the cost

Gifts and Finery:

A peasant gift 1 coin
 A fine gift 55 coins
 A noble gift 200 coins
 A ring or cameo 75 coins
 A fine tapestry 350+ coins
 A crown fit for a king 5,000 coins

Hoard

A goblin’s stash 2 coins
 A lizardman’s trinkets 5 coins
 A “priceless” sword 80 coins
 An orc warchief’s tribute 250 coins
 A dragon’s mound of treasure 130,000 coins

GM Cheat Sheet

HOW TO GM

- Describe the situation
- Follow the rules • Make moves
- Exploit your prep

YOUR AGENDA

- Portray a fantastic world
- Fill their lives with adventure
- Play to find out what happens

YOUR PRINCIPLES

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions & use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think off screen, too

GM MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Hurt them
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class's abilities
- Show a downside
- Offer an opportunity, with or without a cost
- Put someone in a spot
- Tell them the requirements/consequences

EXPLORATION/DUNGEON MOVES

- Change the environment
- Provide a choice of paths
- Bar the way; make them backtrack
- Hint at more than meets the eye
- Present a discovery
- Point to a looming danger
- Introduce a danger, person, or faction
- Offer riches at a price

DAMAGE & DEBILITIES

When you make a GM move that involves someone getting banged up, knocked around, hurt, or injured, then **deal damage** as part of that move. If the damage is caused by an established monster, **deal damage** per its stats. Otherwise, what would it do to a normal person?

- Bruises & scrapes; pain; light burns: d4
- Nasty flesh wounds/bruises/burns: d6
- Broken bones; deep/wide burns: d8
- Death or dismemberment: d10

Debilities are ongoing states reflecting the tolls the characters have taken. Inflict them as (or as part of) a GM move. They are:

- **Weakened:** fatigued, tired, sluggish, shaky (disadvantage to STR and DEX)
- **Dazed:** out of it, befuddled, not thinking clearly (disadvantage to INT and WIS)
- **Miserable:** distressed, grumpy, unwell, in pain (disadvantage to CON and CHA)

Debilities might also cause someone to **Defy Danger** to do things that are otherwise safe.

QUICK MONSTER STATS

Assign instinct, tags, qualities, and moves as needed to describe it.

Hit Points

How does it usually hunt or fight? (pick 1)

- In large groups (*borde*) 3 HP.
- In small groups (*group*) 6 HP.
- By itself (*solitary*) 12 HP.

How big is it? (pick 1)

- Human-sized or smaller: +0 HP.
- Large (like a horse): +4 HP.
- Huge (elephant or bigger): +8 HP.

It... (choose all that apply)

- Possesses uncanny endurance: +4 HP.
- Is favored by the gods: +2 HP.
- Is animated by more than biology: +4 HP.
- Lacks organs/discernible anatomy: +3 HP.

TAG DEFINITIONS:

- **Applied:** It must be carefully applied to a person or thing.
- **Awkward:** It's unwieldy and tough to use.
- **Clumsy:** you have disadvantage for all moves.
- **Dangerous:** It's easy to get in trouble with it.
- **Slow:** It takes minutes or more to use.
- **Touch:** It must touch the target's skin.

Armor

It is protected by... (pick 1)

- Naught but cloth and flesh: 0 *armor*.
- Leathers or thick hide: 1 *armor*.
- Mail, scales, or similar: 2 *armor*.
- Steel, bony plates, carapace: 3 *armor*.
- Layers of magical wards: 4 *armor*.

It... (choose all that apply)

- Bears a shield (or similar) +1 *armor*.
- Is skilled in defense +1 *armor*.
- Lacks organs/discernible anatomy +1 *armor*.

Damage

How does it usually hunt or fight? (pick 1)

- In large groups (*borde*) d6.
- In small groups (*group*) d8.
- By itself (*solitary*) d10.

How big is it? (pick 1)

- Tiny (cat-sized or smaller) -2 dam, *-range*.
- Small (like a human child) -0 dam, *-range*.
- Human-sized +0 dam.
- Large (like a horse) +1 dam, *+reach*.
- Huge (elephant or bigger) +3 dam, *+reach*.

Its armaments... (choose all that apply)

- Are small & weak -1 die size.
 - Are vicious & obvious +2 dam.
 - Can slice/pierce metal 1 *piercing*, *messy*.
 - Can tear metal apart 3 *piercing*, *messy*.
 - Ignore armor entirely *ignores armor*.
- It's known for... (choose all that apply)
- Unrelenting strength +1 dam, *forceful*.
 - Favor of the gods +2 dam.
 - Is skilled in offence +advantage.
 - Deft strikes +1 *piercing*.

Choose all that apply:

- Primary danger isn't wounds -1 die size.
- It (or its species) is ancient +1 die size.
- It abhors violence +disadvantage.

LOOT TABLE

When taking the accumulated wealth of a monster (defeated or not), roll the monster's damage, modified if the monster is:

- Hoarder: roll damage die twice, take higher result
- Far from home: add at least one ration (usable by anyone with similar taste)
- Magical: some strange item, possibly magical
- Lord over others: +1d4 to the roll
- Ancient and noteworthy: +1d4 to the roll

Roll the monster's damage plus any added modifiers to find the monster's treasure:

- 1: A few coins, 2d8 or so
- 2: An item useful to the current situation
- 3: Several coins, about 4d10
- 4: A small item (gem, art) of considerable value, worth as much as 2d10×10 coins, 0 weight
- 5: Some minor magical trinket
- 6: Useful information (in the form of clues, notes, etc.)
- 7: A bag of coins, 1d4×100 or thereabouts. 1 weight.
- 8: A very valuable small item (gem, art) worth 2d6×100, 0 weight
- 9: A chest of coins and other small valuables worth 3d6×100 coins, 1 weight.
- 10: A magical item or magical effect
- 11: Many bags of coins for a total of 2d4×100
- 12: A sign of office (crown, banner) worth at least 3d4×100 coins, 1 weight
- 13: A large art item worth 4d4×100 coins, 3 weight
- 14: A unique item worth at least 5d4×100 coins
- 15: A relic and roll again
- 16: A map or secret path and roll again
- 17: an item relating to a character and roll again
- 18: A hoard: 1d10×1000 coins and 1d10×10 gems worth 2d6×100 each

P.S. The treasure table can also be used for any "loot finding" scenario, starting with a d6.

mark ammo; it's gone until you can recover it.

Ranges:

Hand: within your reach, no further.

Close: at arm's reach plus a foot or two.

Reach: several feet away, maybe as far as ten.

Near: up to seeing the whites of their eyes.

Far: up to shouting distance..

THE ARTIFICER

Name:

HUMAN: Carrie, Creet, Hellsing, Janos, Malchior, Shaya, Terra, Vincent, Watson

DWARF: Brellin, Dema, Doran, Gessat, Grant, Jax, Morand, Tessok, Urist, Verma

GNOME: Dremot, Jannist, Pytri, Seliin, Svell, Tenrissa, Tesla, Toryth, Vesimoth

Look:

☐ human ☐ dwarf ☐ gnome ☐ _____ *pick at least one for each row*

☐ surprisingly young ☐ impossible to tell ☐ venerable ☐ _____

☐ bespectacled ☐ devious eyes ☐ crazed eyes ☐ curious eyes ☐ _____

☐ able bodied ☐ pudgy ☐ lanky ☐ stout ☐ _____

☐ frizzled hair ☐ burnt skin ☐ nondescript ☐ odd coloring ☐ _____

Background:

☐ WEAPONSMITH

You know how to make things that are built to last. Your Gadgets can be used as *Hand* weapons.

☐ LEAD RESEARCHER

You've been in a lot of dangerous situations. When you try to avoid an alchemical or mechanical effect, take +1 to **Defy Danger**.

☐ TECHNOPHILE

You always have a gadget secreted somewhere upon you. You start with one more gadget than indicated by your moves.

☐ ENGINEERING PRODIGY

When you spend an hour or so contemplating an engineering challenge, tell the GM what you're trying to achieve. The GM will tell you "yes, you can do that, but..." and then select 1 to 4 of the following:

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- It will require a lot of money
- You will risk danger from _____
- The best you can do is a lesser version
- You'll need detailed instructions from _____

Introductory Questions:

Who did you nearly get killed? _____

Who do you find you foolish? _____

Who do I need to educate? _____

Who here am I experimenting on? What have I done to them? _____

Who do I believe will play an important part in the events to come? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into INT and a +1 into DEX

Starting HP = 14 + CON

HP:

☐ Weakened: (disadvantage to STR & DEX)

☐ Dazed: (disadvantage to INT & WIS)

☐ Sickened: (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d8

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

• Spend 1 XP to add +1 to a roll

• Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 9+STR

You start with:

Dungeon Rations (□□□□□, 1 weight)

, your 3 **Gadgets** (1 weight), and 4 Coin..

Choose an Armament:

☐ **Clockwork Crossbow** (Near, 2 Weight) and **Quiver**, (□□□ Ammo, 1 weight).

☐ **Bag of Explosives** (□□□ Ammo, Near, Dangerous, Messy, 3 Weight).

Choose one:

☐ **Adventuring Gear** (□□□□□, 1 weight).

☐ **Protective Clothing** (1 Armor, 1 Weight)

☐ **Bag of Books** (□□□□□, 2 weight)

☐ **Bandages** (□□□, 0 weight)

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ CURIOSITY

Cause trouble by touching, opening, or tinkering with something.

☐ EGO

Prove the value of your inventions to others.

☐ PHILANTHROPY

Help out a community using technology.

☐ INNOVATION

Use a Gadget in a new and surprising way.

☐ _____

THE BARBARIAN

Name:

NAMES: Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, Shar, Korrin, Nkosi, Fafnir, Qua, Sacer, Vercin'geto, Barbozar, Clovis, Frael, Thra-raxes, Sillius, Sha-Sheena, Khamisi

Title:

the Glorious, the Hungry, the Irascible, the Undefeated, the Gluttonous, Foesmasher, Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the Triumphant

Look:

- ☐ human ☐ dwarf ☐ elf ☐ halfling ☐ orc ☐ _____ *pick at least one for each row*
☐ hot-blooded youth ☐ a prime specimen ☐ who can tell? ☐ _____
☐ brooding eyes ☐ defiant eyes ☐ inquisitive eyes ☐ wide eyes ☐ _____
☐ long shanks ☐ musclebound ☐ scrawny ☐ supple ☐ _____
☐ exotic dress ☐ scavenged outfit ☐ tattoos & scars ☐ wild mass of hair ☐ _____

Background:

☐ FAR WANDERER

When you **Spout Lore** by reminiscing on your many travels, you have advantage.

☐ FROM A GRIM AND DARK LAND

When you **Defy Danger** or **Struggle as One** to surmount a physical obstacle, you have advantage.

☐ LAST OF DYING RACE

Your people were long-known for their... (pick 3)

- | | | | |
|-----------------------------------|-------------------------------------|-------------------------------------|------------------------------------|
| ☐ artifice | ☐ beauty | ☐ dark pacts | ☐ decadence |
| ☐ greed | ☐ ferocity | ☐ longevity | ☐ magic |
| ☐ nobility | ☐ prowess | ☐ size | ☐ songs |
| ☐ strength | ☐ wickedness | | |

When you leverage your people's reputation, you gain advantage to **Parley**. When you **Spout Lore** about your people, treat a 6- as a 7-9.

☐ OF A PEOPLE WHO KNOW ONLY WAR

When you first size up a foe or ally, ask the GM 1 of the following:

- What's the biggest danger they pose?
- How are they weak or vulnerable?

Introductory Questions:

Who did you nearly get killed? _____
Who do you find foolish? _____
Who shares your hunger for glory? _____
Who doesn't understand you? _____
Who do you yearn to learn from? _____

ask one question per player

STR:

STRENGTH

DEXTERITY

DEX:

INT:

INTELLIGENCE

WISDOM

WIS:

CON:

CONSTITUTION

CHARISMA

CHA:

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: CON should be +1 or +2, and STR or DEX should be +1 or +2

Base HP = 18 + CON

HP:

- ☐ **Weakened:** (disadvantage to STR & DEX)
- ☐ **Dazed:** (disadvantage to INT & WIS)
- ☐ **Sickened:** (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d10

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 8+STR

You Start with:

Dungeon rations (□□□□, 1 weight),
a **Dagger** (hand, 1 weight),
and a **token** of where you've traveled
or where you're from.

Choose an armament:

- ☐ **Axe** (close, 1 weight).
- ☐ **Two-handed sword** (close, Two-Handed, +1 damage, 2 weight).

Choose one:

- ☐ **Adventuring gear** (□□□□, 1 weight) and **Bandages** (□□□, 0 weight).
- ☐ **Chainmail** (1 armor, 1 weight).

Coins: _____

Load _____

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ CONTEMPT

Offend an NPC with your brutish ways.

☐ GIGANTIC MELANCHOLY

Let a problem escalate while you brood.

☐ GIGANTIC MIRTH

Cause trouble by over-indulging.

☐ HONOR

Keep a promise made to an NPC.

☐ PRIDE

Refuse a request or order that's beneath you.

☐ _____

THE BARD

Name:

HUMAN: Leena, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Ramonde, Cassandra

DWARF: Berryl, Beyla, Bragi, Grannir, Gwynlil, Hevring, Orvar, Rokk, Volla

ELF: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir

HALFLING: Lily, Baldric, Lutes, Sebastian, Whistler, Melody, Raylee, Nell

Look:

pick at least one for each row

- ☐ human ☐ dwarf ☐ elf ☐ halfling ☐ _____
☐ young and beautiful ☐ at the height of your powers ☐ of a certain age ☐ _____
☐ dancing eyes ☐ hungry eyes ☐ smoldering eyes ☐ twinkling eyes ☐ _____
☐ ethereal ☐ flamboyant ☐ imperious ☐ sensual ☐ stylish ☐ unassuming ☐ _____
☐ a honeyed voice ☐ a lilting voice ☐ a raspy voice ☐ a sonorous voice ☐ _____

Background:

pick one

☐ COLLEGIUM SCHOLAR

When you roll a 7+ to **Spout Lore**, you can ask the GM a follow-up question of your choice about the topic.

☐ COURTESAN

When the GM first establishes a noble, famous, or influential NPC, you can ask the GM one of the following:

- What is their most notable virtue or vice?
- What great deed are they known for?
- What great shame do they try to live down?

☐ PRODIGY

When you perform **arcane workings**, gain advantage on the roll.

☐ OF THE WANDERING FOLK ○○○

Your people are known for their... (pick 1 of each)

- ☐ elaborate dress ☐ exotic beauty ☐ unearthly features
☐ alluring dances ☐ haunting music ☐ sublime plays
☐ curses and hexes ☐ faerie blood ☐ thieving ways

At the start of play, hold 3. When you make a move and spend hold, describe how you leverage one of your people's traits to give you advantage on the roll.

When you spend a few days among your people, reset your Hold to 3..

Introductory Questions:

ask one question per player

- Who here has entrusted me with a secret? _____
Who here doesn't trust me, for good reason? _____
Who here is most often the butt of my jokes? _____
Who here have I adventured with before? _____
Whose adventures am I writing about? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into CHA or INT and +1 in the other one

Starting HP = 16 + CON

HP:

- ☐ **Weakened:** (disadvantage to STR & DEX)
☐ **Dazed:** (disadvantage to INT & WIS)
☐ **Sickened:** (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d6

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 9+STR

You Start with: **Dungeon Rations** (□□□□□, 1 weight) and choose one (all are 0 weight):

- ☐ Your father's mandolin.
☐ A fine flute, a gift from a noble.
☐ Pipes with which you courted your first love.
☐ A stolen horn.
☐ A lute, repeatedly repaired.
☐ A worn songbook from your childhood.

Choose your defense:

- ☐ **Leather Armor** (1 Armor, 1 weight).
☐ **Ostentatious Clothes** (worn, 0 weight).

Choose an armament:

- ☐ **Dueling Rapier** (close, precise, 1 weight).
☐ **Worn Bow** (near, 2 weight) with a **Bundle Of Arrows** (□□□ ammo, 1 weight) and **Short Sword** (close, 1 weight).

Choose one:

- ☐ **Adventuring Gear** (□□□□□, 1 weight).
☐ **Bandages** (3 uses, slow, 0 weight).
☐ **Pipeleaf** (□□□□□□, 0 weight).

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ DEFIANCE

Stand up to a bully or tyrant.

☐ CONSCIENCE

Forgo comfort or advantage to do the right thing.

☐ EXCITEMENT

Cause trouble for your allies by taking an unnecessary risk.

☐ TRICKERY

Get someone to act on false information.

☐ _____

Starting Moves:

BARDIC LORE

Choose an area of expertise:

- ☐ Spells and Magics
- ☐ The Dead and Undead
- ☐ Grand Histories of the Known World
- ☐ A Bestiary of Creatures Unusual
- ☐ The Planar Spheres
- ☐ Legends of Heroes Past
- ☐ Gods and Their Servants

When you name a song, poem, or tale that tells your chosen topic, gain advantage to **Spout Lore**.

CHARMING & OPEN

When you speak frankly with someone, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

ARCANE WORKINGS

When you perform roll +CHA. On a 10+, choose 2. On a 7-9, choose 1.

- You hold the attention of every intelligent creature that can see or hear you until the performance is completed, or until something happens to break their attention.
- A member of the audience requests your services.
- You gain useful information.
- One or more members of the audience give you hospitality or gifts—the GM will tell you what.
- One or more members of the audience become infatuated with you—the GM will tell you who.
- You target the performance at an individual. If you are charming and open with that individual within the next day, ask an additional question without having to answer in return.

A PORT IN THE STORM

When you return to a steading you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then.

Advances:

Some advances require a number of previous advances before they can be chosen.

☐☐☐☐ IMPROVED STATISTIC

Increase a statistic by +1, max of +3.

Second: Increase a statistic by +1, max of +3.

Third: Increase a statistic by +1, max of +3.

Forth: Increase a statistic by +1, max of +3.

Fifth: Increase a statistic by +1, max of +3.

☐☐☐☐ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

Third: Add +3 to your max HP.

Forth: Add +3 to your max HP.

Fifth: Add +3 to your max HP.

☐ A LITTLE HELP FROM MY FRIENDS

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

☐☐ DUELIST'S PARRY

When you Hank & Slash with a precise weapon, you take +1 armor forward.

Second (requires five advances): take +2 armor forward.

☐☐ BAMBOOZLE

When you parley with someone, on a 7+ you also take +1 forward with them.

Second (requires five advances)
You now get to ask them one question, which they must answer truthfully.

☐☐ GRACE UNDER PRESSURE

When you face a foe one-on-one and are wielding a precise weapon, gain +1 armor. In addition, when you hack and slash with a precise weapon, on a 12+ gain +2 piercing.

Second (requires five advances)
When you defy danger related to a nearby opponent while wielding a precise weapon, on a 10+ you can deal your damage to that opponent.

☐☐ HEALING CHORUS

Add the following option to **Arcane workings**:

- Heal +1d8 damage to a target.

Second (requires five advances)

- Remove a debility from a target.

☐☐ ELDRITCH TONES

Add these options to **arcane working** choices:

- Cast the Prestidigitation or Amplify cantrips.
- Break an enchantment upon those who hear it.
- Allies who hear it hold 1, which they can spend to gain advantage on a roll.

Second (requires three advances)

Add these to the list of available choices:

- Utter/play a loud and terrible note. All who hear it must drop what they carry and cover their ears, or stagger, cringe, and cower
- Chant a defiant hymn. While you persist, your allies ignore fear and doubt.

☐ LULLABY

Add these options to **arcane working** choices:

- Every creature you choose that can hear you becomes lethargic and inattentive until the song ends.
- Every listener who is (or is made) lethargic falls asleep after a few minutes.

☐☐☐ MULTI-CLASS DABBLER

Choose a move from another class. You may not take multi-class moves from those classes.

Second (requires three advances)

Take another move from another class.

Third (requires five advances)

Take another move from another class.

☐☐☐ REFRESHING SONG

When you make camp, if you sing a soothing song, everyone in camp may choose one:

- Skip consuming a ration.
- Heal +1d6 HP.

Second (requires three advances)

Everyone in camp chooses two.

Third (requires five advances)

Everyone can choose two **make camp** options.

☐☐ THUNDERSTRUCK!

When you shout with great force or play a shattering note, choose a target and roll+CON. On a 10+ the target takes 1d8 damage and is deafened for a few minutes. On a 7-9 you still damage your target, but the GM will choose an additional target nearby.

Second (requires three advances)

You now deal 2d6 damage to 1d4 foes.

☐ AN EAR FOR MAGIC (requires five advances)

When you hear an enemy cast a spell the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

☐ DEVIOUS (requires five advances)

When you use Charming & Open you may also ask "How are you vulnerable to me?" Your subject may not ask a question in return.

☐ METAL HURLANT (requires five advances)

When you unleash a crazed performance (a righteous lute solo or mighty brass blast, maybe) choose a target who can hear you and roll+CHA. On a 10+ the target attacks their nearest ally in range. On a 7-9 they attack their nearest ally, but you also draw their attention and ire.

☐ MULTI-TALENTED (requires five advances)

Choose another Background Option.

☐ REPUTATION (requires five advances)

When you meet someone who's heard of you (your call), roll +CHA. On a 10+, tell the GM two things they've heard about you. On a 7-9, tell the GM one thing that they've heard about you, and the GM will reveal another.

☐ UNFORGETTABLE (requires five advances)

When you meet someone you've met before, after some time apart, gain advantage against them.

☐ WAR SKALD (requires five advances)

You ignore the clumsy tag when wearing armor, and when you hack and slash while chanting a war hymn gain advantage to damage.

THE CLERIC

Name:

HUMAN: Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine

DWARF: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya

ELF: Araquiel, Izlara, Humiel, Kemuel, Tessra, Samael, Selandra, Zephon

HALFLING: Cadfael, Delia, Hadyn, Orlan, Nubela, Ruby, Sabe, Theo

Look:

pick at least one for each row

- ☐ human ☐ dwarf ☐ elf ☐ halfling ☐ _____
☐ young & eager ☐ sober adult ☐ showing my years ☐ _____
☐ kind eyes ☐ fiery eyes ☐ stern eyes ☐ _____
☐ thin ☐ round ☐ knobby ☐ powerfully built ☐ _____
☐ spit-polished gear ☐ robes of office ☐ modest clothes ☐ _____

Background:

pick one

☐ **CULTIST OF** _____.

You are a disciple of That Which Lies Beneath. When you bury a ritual offering to _____, gain Favor if you don't already have it. You may speak with the dead. They will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

☐ **ITINERANT MYSTIC OF** _____.

You follow the god of Light and Knowledge. When you expose a secret or a deception, gain Favor if you don't already have it. You can create light, as per the wizard Light spell, on command.

☐ **SERVANT OF** _____.

You serve the god of the Downtrodden. When you alleviate the suffering of an NPC, or when you endure ritual suffering, gain Favor if you don't have it already. Gain advantage on healing rolls.

☐ **TEMPLAR OF** _____.

You are a champion of the Lawgiver. When you defeat an agent of chaos of single combat, gain Favor if you don't already have it. When invoking your **divine authority**, treat a 6- to Parley as a 7-9.

☐ **PRIEST OF** _____.

You are a follower of the god of _____. When you face your god's foes gain Favor if you don't already have it. Create a special ability that following your god provides you.

Introductory Questions:

ask one question per player

Who has my deity ordered me to convert? _____

Who needs my protection? _____

Who has proven themselves to me? _____

Who doesn't respect my faith or deity? _____

Who here has my deity marked as important? Why? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into WIS or STR and +1 in the other one

Starting HP = 18 + CON

HP:

- ☐ **Weakened:** (disadvantage to STR & DEX)
☐ **Dazed:** (disadvantage to INT & WIS)
☐ **Sickened:** (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d6

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 10 +STR

You start with:

Dungeon Rations (□□□□□, 1 weight), and a **Holy Symbol** of your deity (weight 0), describe it.

Choose your defense:

- ☐ **Priest's robes** (weight 0)
☐ **Chainmail** (1 armor, 1 weight)

Choose an Armament:

- ☐ **Divine weapon** (*hand* or *close*, 1 weight) the favored weapon of your deity. Describe it.
☐ **Staff** (*close, two-handed*, 1 weight) and **Bandages** (□□□, 0 weight)

Choose one

- ☐ **Adventuring gear** (□□□□□, 1 weight) and **Bandages** (□□□, 0 weight).
☐ **Healing potion** (0 weight)
☐ **Shield** (+1 armor, 2 weight)

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ **AMBITION**

Gain recognition from or hold leverage over an NPC

☐ **EVANGELISM**

Instruct an NPC in the tenants of your faith

☐ **INQUISITION**

Reveal the failings or falsehoods of another

☐ **ORTHODOXY**

Cause trouble (for yourself or others) by adhering strictly to doctrine.

☐ _____

INVOCATION

- Your invocation is obvious, drawing attention to yourself.
- The intervention is subtle or takes a while to manifest.
- Your deity demands something in return. The GM will tell you what.
- The experience leaves you dizzy with euphoria (or terror). You take -1 ongoing to Invoke until you have time to rest.

When you call upon your deity for protection for yourself or an ally, roll +WIS. On a 10+, gain 3 Hold. On a 7-9, gain 1 Hold. Spend your hold 1-for-1 to grant the following to the subject of your prayers:

- Take +2 forward to armor
- Heal 1d8 damage
- Take +1 forward to Defy Danger

Favor: ○

When you expend your Favor to call on your god for guidance, they show you their will through signs & portents (though the GM might very well ask you what your god's will is). You and your allies gain advantage on the next move you each make to act on your god's will.

When you hold your holy symbol aloft and call on your deity for protection, roll + Wis. On a 7+, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal.

Some advances require a number of previous advances before they can be chosen.

Increase a statistic by +1, max of +3.
Second: Increase a statistic by +1, max of +3.
Third: Increase a statistic by +1, max of +3.
Forth: Increase a statistic by +1, max of +3.
Fifth: Increase a statistic by +1, max of +3.

Add +3 to your max HP.
Second: Add +3 to your max HP.
Third: Add +3 to your max HP.
Forth: Add +3 to your max HP.
Fifth: Add +3 to your max HP.

When you take a moment to consult your deity, you can Spout Lore using +WIS instead of +INT.

You can expend your Favor when you or an ally suffers harm. If you do, the harm is negated by a manifestation of your god's domain.

When you heal someone else, add +1d8 to that healing.

Second requires five advances

You may now choose to heal a debility instead of damage.

When you use **Divine Blessing**, you no longer have to specify a single person as the subject of your prayers. You can spend hold from Divine Ward on anyone nearby, as you need to.

Second *requires five advances*

When you spend hold from **Divine Blessing** to protect a group, the chosen effect applies to everyone in the group.

When you wear no armor or shield, you get 2 armor.

Second requires five advances

You now gain 3 armor.

You ignore the *Slow* tag on Bandages and Poultices & Herbs. In addition, you take +1 armor if you are attacked while you are healing someone.

Choose one move from the Paladin class list.
Second *requires five advances*
 Select a second move from the Paladin class.

When you take damage and embrace the pain, you take +1d4 damage (ignoring armor). If you do, take gain advantage on your next action.

Second requires five advances
Take +1 ongoing until you roll a 10+.

Add the following to the **Divine Blessing** list:

- Their attacks add +1d4 Holy Damage .
- An approaching enemy is driven back

Second: *requires five advances*
 Gain +1 hold when using **Divine Blessing**, even if you roll a 6-.

When you calmly walk through a dangerous situation, take +1 to Defy Danger.

When someone in your presence takes their Last Breath (including you), they have advantage.

When you strike an Enemy of your deity, roll +WIS. On a 10+, deal your damage and pick 1. On a 7-9, deal your damage and pick 1, but you also expose yourself to harm or unwanted attention.

- Ignore the thing's armor or other defenses
- Suppress one of its unnatural powers
- Force it from its host

You may now use **Divine Blessing** to resurrect the recently deceased.

When you use Invocation and get a result of 12+, your deity's magnificence inspires awe from all who see it. Allies take +1 forward and NPCs cower in awe, fear, or ecstasy, as is appropriate.

Choose a move from another class. You may not take multi-class moves from those classes.

Add the following to the **Divine Blessing** list:

- An enemy move fails due to a moment of divine providence, related to your deity (a gust of wind, a flash of light, or something similar).

[illegible]

THE DRUID

Name:

HUMAN: Leena, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Ramonde, Cassandra

DWARF: Berryl, Beyla, Bragi, Grannir, Gwynlil, Hevring, Orvar, Rokk, Volla

ELF: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir

HALFLING: Lily, Baldric, Lutes, Sebastian, Whistler, Melody, Raylee, Nell

Look:

pick at least one for each row

- ☐ human ☐ dwarf ☐ elf ☐ halfling ☐ _____
☐ fresh faced ☐ hale & hearty ☐ old & wizened ☐ _____
☐ curvy ☐ strapping ☐ rail-thin ☐ thick-set ☐ willowy ☐ _____
☐ ceremonial garb ☐ furs, hides, feathers ☐ ornate mask ☐ painted/tattoos/scarring ☐ _____

Born of the...

- ☐ Great Forest ☐ Whispering Plains ☐ Vast Desert ☐ Stinking Mire ☐ River Delta
☐ Sapphire Islands ☐ Open Sea ☐ Towering Mountains ☐ Frozen North ☐ Blasted Wastes
☐ Depths of the Earth ☐ Lands Lost to Time ☐ Field, Farm, and Pasture ☐ _____

Your tell is always present, in any form you take, a reflection of your land and your nature.

- ☐ antlers/horns ☐ cat-eyes ☐ gills ☐ green hair/feathers/fur ☐ musky smell ☐ _____

Background:

pick one

☐ KEEPER OF THE OLD FAITH

When you Spout Lore about the natural world or things civilization has forgot, you have advantage.

☐ INITIATE OF THE FIRST CIRCLE

When you mark an area with sacred symbols, the area is warded against one of the following so long as the symbols remain:

- Unclean spirits and perversions of nature
- Natural beasts and spirits of the wild

☐ TOTEM SPIRIT

Choose a natural beast native to your homeland. When you borrow the form of your totem, don't roll to Shapechange, you automatically get a 10+. However, when you act against to your totem's instincts, you Defy Danger with disadvantage.

☐ TRICKSTER/CULTURE HERO

When you Defy Danger or Parley using flattery or deceit, you have advantage..

Introductory Questions:

ask one question per player

Who here have I warned is in danger, simply because the spirits say so? _____

Who here have I shared secret rites with? _____

Who have I formed a blood-bond with? _____

Who here is familiar with the sickness in these lands? _____

Who have I helped track dangerous beasts in the past? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into WIS or CON and +1 in the other one

Starting HP = 16 + CON

HP:

- ☐ **Weakened:** (disadvantage to STR & DEX)
☐ **Dazed:** (disadvantage to INT & WIS)
☐ **Sickened:** (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d6

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 6+STR

You start with a **token** of your land, describe it.

Choose your defense:

- ☐ **Hide Armor** (1 Armor, 1 weight).
☐ **Plain robes** (0 Armor, 0 weight).

Choose an armament:

- ☐ **Club or Sickle** (close, 1 weight).
☐ **Staff** (close, Two-Handed, 1 weight).
☐ **Spear** (reach, 1 weight).

Choose two:

- ☐ **Wooden Shield** (1 Armor, 1 weight).
☐ **Adventuring Gear** (□□□□□, 1 weight).
☐ **Poultices & Herbs** (□□, slow, 1 weight).
☐ **Pipeleaf** (□□□□□□, 0 weight).

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ **FAME**

Ensure that others will spread your name.

☐ **DRAMA**

Provoke conflict between others.

☐ **ROMANCE**

Share a passionate moment with another.

☐ **WISDOM**

An NPC acts on your honest advice.

☐ _____

[illegible]

THE FIGHTER

Name:

HUMAN: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob
DWARF: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq
ELF: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian
HALFLING: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca

Look:

pick at least one for each row

☐ human ☐ dwarf ☐ elf ☐ halfling ☐ _____
☐ young & brash ☐ in my prime ☐ grizzled ☐ _____
☐ flashing eyes ☐ hard eyes ☐ thousand-yard stare ☐ _____
☐ giant frame ☐ ripped ☐ stocky ☐ wiry ☐ _____
☐ distinctive scars ☐ oft-broken nose ☐ missing bits ☐ surprisingly pretty ☐ _____

Background:

pick one

☐ GLADIATOR

When you dispatch a foe in a flashy or brutal way, pick 1:

- Name a foe; you've got their attention.
- Name an ally; you've given them an opening (they gain advantage if they act on it).
- Name a witness; they will spread tales of your deeds.

☐ NOBLE SCION

When you face off against a worthy foe in single combat, ask one question from **Discern Realities** and gain advantage if you act on the answer.

You start with a token of some Noble's favor, write it down in gear.

☐ PLEDGED GUARDIAN

When you hold Readiness (from the **Defend** move), you can always suffer the damage/effects of an attack instead of your ward; no need to spend Readiness, you can just do it.

☐ VETERAN OF THE WARS

When you bed down in the field, you need not doff your armor and will wake from sleep fully alert at the slightest hint of trouble.

When you have a few hours of mindless, light duty (hiking, riding, keeping watch, etc.), you can catnap and regain 5 HP.

Introductory Questions:

ask one question per player

Who here was I sworn to protect? Why? _____
Who here owes me their life, and why? _____
Who here makes me question whether they will survive the coming dangers? _____
Who here needs to be toughened up? _____
Who here has proved a worthy ally? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into STR or CON and +1 in the other one

Starting HP = 20 + CON

HP:

- ☐ **Weakened:** (disadvantage to STR & DEX)
- ☐ **Dazed:** (disadvantage to INT & WIS)
- ☐ **Sickened:** (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d10

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 12+STR

You start with:

Dagger (*hand*, 1 weight), and
Dungeon Rations (□□□□□, 1 weight).

Choose an armament:

- ☐ **Axe, Hammer, Mace, or Flail** (*close*, 1 weight).
- ☐ **Longsword** (*close*, +1 damage, 1 weight).
- ☐ **Spear** (*reach*, 1 weight) or **Polearm** (*reach*, +1 dam, *two-handed*, 2 weight).

Choose your defense:

- ☐ **Chainmail** (1 armor, 1 weight) and **Adventuring Gear** (□□□□□, 1 weight).
- ☐ **Scalemail or Brigandine or Breastplate** (2 armor, *clumsy*, 3 weight).

Choose one:

- ☐ **2 Healing Potions** (□□, 0 weight).
- ☐ **Shield** (+1 armor, 2 weight).

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ **CHALLENGE**

Enter a fight that you aren't sure you can win.

☐ **GLORY**

Show off in front of NPCs who can go on to tell your tale.

☐ **PEACE**

Settle a conflict or dispute without bloodshed.

☐ **PRIDE**

Put someone in their place for disrespecting you.

☐ _____

Starting Moves:

ARMORED

When you wear armor, ignore the *clumsy* tag.

BEND BARS, LIFT GATES

When you use brute strength to overcome an inanimate obstacle, roll +STR: On a 10+ choose 1. On a 7-9 or choose 2.

- It takes a while
- You cause unwanted damage or harm
- You make a lot of noise
- Mark a debility

HARD TO KILL

When you take your Last Breath, roll +CON instead of +nothing. On a 12+, you immediately regain 1 HP.

INTIMIDATING

When you **Parley** using violence or threats, you have advantage. When a fight starts, ask the GM one question that you could ask with **Discern Realities**, and gain advantage to act on the answer.

WEAPON SPECIALIZATIONS

Pick two.

- ❑ When you **Defend** with a sword and spend Readiness to strike back at an attacker, Deal Damage normally (without disadvantage).
- ❑ When you **Deal Damage** with a mace, deal +1 extra damage and it's *forceful*.
- ❑ When you **Deal Damage** with an ax, deal +1 extra damage and it's *messy*.
- ❑ When you **Hack & Slash** with a hammer, on a 12+, your foe is also *dazed* or their armor is reduced by 1. (GM's choice)
- ❑ When you **Hack & Slash** with a flail, on a 12+, your foe is also knocked off their feet or disarmed. (GM's choice)
- ❑ When you **Deal Damage** with a spear, you have 2 *piercing*.
- ❑ When you **Hack & Slash** with a polearm, on a 12+, instead of making a choice, you deal an extra 1d6 damage and avoid/prevent/counter the enemy's attack.
- ❑ When you **Deal Damage** with a dagger or knife while grappling your foe, you ignore their armor unless they are amorphous. (the GM's call)

Advances:

Some advances require a number of previous advances before they can be chosen.

❑❑❑❑ IMPROVED STATISTIC

Increase a statistic by +1, max of +3.

Second: Increase a statistic by +1, max of +3.

Third: Increase a statistic by +1, max of +3.

Forth: Increase a statistic by +1, max of +3.

Fifth: Increase a statistic by +1, max of +3.

❑❑❑❑ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.

Second: Add +3 to your max HP.

Third: Add +3 to your max HP.

Forth: Add +3 to your max HP.

Fifth: Add +3 to your max HP.

❑❑ ARMOR MASTERY

You may choose to let your armor take the brunt of damage dealt to you, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.

Second

requires five advances

When you choose to let your armor take the brunt of damage dealt to you, take +1 forward against the attacker.

❑ INTERROGATOR

When you parley using threats of violence as leverage, you may use STR instead of CHA.

❑❑ IRON HIDE

Armor that you are wearing has +1 armor and weighs 1 less.

Second

requires five advances

Any shield on your arm has +1 armor, too, and counts as 0 weight.

❑❑ MERCILESS

When you fight to kill with no mercy or hesitation, you deal +1d4 damage.

Second

requires five advances

Deal +1d8 damage.

❑❑ MULTI-CLASS DABBLER

Choose a move from another class. You may not take multi-class moves from those classes.

Second

requires five advances

Take another move from another class.

❑❑ SEEING RED

When you Discern Realities during combat, you take +1.

Second

requires five advances

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, who freezes or flinches and can't act until you break it off.

❑ SITUATIONAL AWARENESS

When you **Discern Realities**, add these to the list of questions you can ask.

- What is my enemy's true position?
- Who or what here is the biggest threat?
- What's the best way in/out/through/past?

❑ SHIELD CHARGE

When you charge an enemy with your shield, roll+STR. On a 10+, choose three. On a 7-9, choose one. You may spend experience to make one additional choice, even on a miss.

- You knock the enemy down.
- You push the enemy beyond close range of you.
- You move past the enemy.
- Deal your damage to the enemy.

❑ VIM AND VIGOR

In combat, you may roll +CON, On a 10+ hold three. On a 7+ hold one. You may spend hold one-for-one to:

- Block a blow meant for someone else nearby. You take the result.
- Disarm a foe.
- Free yourself from constraints or bonds.
- Add forceful or stunning to one of your attacks.
- Decrease the damage dealt to you by 1d4.

Second

requires five advances

Add the following choices:

- Increase the damage of one attack by +1d4.
- Leap twice as far or high as normal.
- Escape the clutches of a foe.
- Cause an enemy to bri y freeze or inch.
- Throw off effects of being stunned, confused, or enchanted.

❑❑ WHAT ARE YOU WAITING FOR?

When you take up a defensive stance and cry out a challenge to your enemies, roll to defend normally. On a 7+, you also automatically draw all attention from your ward to yourself (no need to spend readiness).

Second

requires five advances

On a 10+, you hold 4.

❑❑ **WEAPON MASTERY** *requires Three advances*
Choose another weapon specialization.

Second

requires five advances

Choose a 4th weapon specialization.

❑ EXPERIENCED

requires five advances

Choose another Background Option.

❑ **EYE FOR WEAPONRY** *requires five advances*

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

❑ MERCILESS

When you deal your damage to something that can bleed, deal +STR damage.

❑ SCENT OF BLOOD

requires five advances

When you Hack & Slash an enemy, your next attack against that same foe deals damage with advantage.

❑❑ **SUPERIOR WARRIOR** *requires five advances*

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

Second

requires seven advances

The enemy turns tail and runs from the fight.

❑ WADING THROUGH BODIES

When your attack kills one or more members of a group or horde, you may choose one:

- You rapidly close the distance to other opponents and immediately engage them, bypassing other members of the same group or horde if you desire.
- You ignore all results of that enemy's attack on you.
- 1d6 members of the same group or horde flee in terror.
- All members of the same group or horde disengage from what they are doing and turn their attention to you.

THE PALADIN

Name:

HUMAN: Augustine, Cassius, Lucia, Octavia, Regulus, Sofia, Titanius, Valeria, Ursa
DWARF: Brunhilda, Annika, Janos, Rundrig, Bathi, Boras, Gramthrum, Thonic, Ule,
ELF: Thrandir, Elrosine, Cadeus, Eldarin, Celdion, Dambrath, Lanethe
HALFLING: Celine, Francis, Baldwin, Becca, Bartleby, Aubrey, Lewis, Nellie, Tuft, Kite

Look:

pick at least one for each row

- ☐ human ☐ dwarf ☐ elf ☐ halfling ☐ _____
☐ young & innocent ☐ older than I look ☐ stately and distinguished ☐ _____
☐ eager eyes ☐ piercing eyes ☐ sad eyes ☐ soulful eyes ☐ _____
☐ heroic figure ☐ lit by an inner fire ☐ striking beauty ☐ unshakable poise ☐ _____
☐ all shine & polish ☐ mismatched armor ☐ timeworn gear ☐ _____

Background:

pick one

☐ ANOINTED BY THE GODS

When you invoke your divine authority to issue an order or a warning, roll +CHA. On a 7-9, they must choose 1. On a 10+, you can tell what they're going to do and act first (with advantage).

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

☐ A HERO REBORN

When you **Spout Lore** by consulting the memories of your past life or lives, you have advantage.
When you **Make Camp** and dream your prophetic dreams, ask the GM a question about the perils that you face. They'll give you an honest answer in your dreams, though it may be clouded or cryptic.

☐ PARAGON OF VIRTUE

When you approach an enemy to negotiate in good faith, they will at least hear you out.
Even the most debased and savage foe will delay violence until you've had your say.
When you spend the night in prayer and vigil, you need not sleep in order to gain the benefits of **Make Camp**, but remain alert to danger.

☐ SACRED ORDER

What is your order known for? (pick 3)

- | | | | |
|--|---|--------------------------------------|---|
| ☐ chapters everywhere | ☐ fanatic zeal | ☐ holy relics | ☐ honor |
| ☐ influence | ☐ mystical rites | ☐ popularity | ☐ skilled warriors |
| ☐ troves of lore | ☐ wealth | | |

When you leverage your order's reputation, you gain advantage to **Parley**. When you **Spout Lore** about your order, treat a 6- as a 7-9.

Introductory Questions:

ask one question per player

- Who here knows your past? _____
Whose misguided behavior endangers their very soul? _____
Who has stood by me in battle and can be trusted completely? _____
Who do I believe is the bravest soul amongst you? _____
Whose beliefs do I respect, even if they aren't the true way? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into CHA or STR and +1 in the other one

Starting HP = 20 + CON

HP:

- ☐ Weakened: (disadvantage to STR & DEX)
- ☐ Dazed: (disadvantage to INT & WIS)
- ☐ Sickened: (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d10

Armor:

Reduce damage you take by your armor (unless).
"X armor" doesn't stack;
"+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6-
See also; Make Camp or End of Session

Gear:

Your Load is 12+STR

You start with:

Dungeon Rations (□□□□□, 1 weight),
Scale Armor (2 armor, *clumsy*, 3 weight),
and a **make of faith** (0 weight), describe it.

Choose an armament:

- ☐ **Halberd** (*reach*, +1 damage, *two-handed*, 2 weight).
- ☐ **Long Sword** (*close*, +1 damage, 1 weight) and **Shield** (+1 armor, 2 weight).

Choose two:

- ☐ **Adventuring Gear** (□□□□□, 1 weight).
- ☐ **Dungeon Rations** (□□□□□, 1 weight) and a **Healing Potion** (0 weight).

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ COURAGE

Lead another to act despite fear or doubt.

☐ DOUBT

Question your faith, your oaths, or your order.

☐ SACRIFICE

Suffer hardship so that another doesn't have to.

☐ ZEAL

Cause your allies trouble by adhering strictly to your oaths.

☐ _____

THE RANGER

Name:

HUMAN: Jonah, Halek, Brandon, Emory, Shrike, Nora, Diana

DWARF: Bathi, Boras, Gramthrum, Lithic, Maevres, Thonic, Ullir, Vali

ELF: Thondir, Elrosine, Aranwe, Celion, Dambrath, Lanethe

HALFLING: Celine, Francis, Kit, Lazlo, Lewis, Nellie, Tuft, Kite

Look:

pick at least one for each row

- ☐ human ☐ dwarf ☐ elf ☐ halfling ☐ _____
☐ wet behind the ears ☐ fully fledged ☐ long in the tooth ☐ _____
☐ distant eyes ☐ fierce eyes ☐ squinting eyes ☐ steady eyes ☐ _____
☐ compact & sturdy ☐ long & lean ☐ weathered ☐ willowy ☐ _____
☐ road-worn & threadbare ☐ scruffy & unkempt ☐ well-groomed ☐ _____

Background:

pick one

☐ EXPLORER

When you **Spout Lore** about a place you've been or a place you're trying to explore, you have advantage.

☐ FORESTER

When you hide in natural surroundings, enemies never spot you until you do something to reveal yourself (like attack or move quickly).

When you forage while the party **makes camp** in the wilderness, roll +WIS. On a 10+, both. On a 7-9, pick 1:

- You do not need to consume a ration.
- you scrounge up 1d4 rations.

☐ RAISED BY WOLVES

When you show a beast who's boss, roll +CHA. On a 7+, it must pick one: On a 10+, you also get advantage on your next move against it.

- Fight you for dominance
- Slink away or flee, then avoid you
- Accept your authority until you show weakness

☐ SPOOK

When you **Spout Lore** about monsters, demons, or practitioners of black magic, you have advantage.

Introductory Questions:

ask one question per player

Who did you nearly get killed? _____

Who here have I guided through the wilderness before? _____

Who here has been a friend of nature? _____

Who here has the least respect for nature? _____

Who here loathes my animal companion? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into Dex or WIS and +1 in the other one

Starting HP = 18 + CON

HP:

- ☐ **Weakened:** (disadvantage to STR & DEX)
☐ **Dazed:** (disadvantage to INT & WIS)
☐ **Sickened:** (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d8

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 11+STR

You start with:

Dungeon Rations (□□□□, 1 weight),
Leather Armor (1 Armor, 1 weight),
and a **Bundle Of Arrows** (□□□ ammo, 1 weight).

Choose an armament:

☐ **Hunter's Bow** (near, far, 1 weight), and
Short Sword (close, 1 weight).

☐ **Hunter's Bow** (near, far, 1 weight), and
Spear (reach, 1 weight).

Choose one:

☐ **Adventuring Gear** (□□□□, 1 weight)
and **Dungeon Rations** (□□□□, 1 weight).

☐ **Adventuring Gear** (□□□□, 1 weight)
and a **Bundle Of Arrows** (□□□ ammo, 1 weight).

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ **MERCY**

End someone or some thing's suffering.

☐ **TENACITY**

Refuse to turn back despite objection or disaster.

☐ **THE HUNT**

Bring down prey of great might or cunning.

☐ **WONDER**

Show someone a place/thing of natural beauty.

☐ _____

THE ROGUE

Name:

HUMAN: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley
DWARF: Ferris, Hram, Gys, Lokke, Mia, Naerva, Quartz, Reg, Thymyr
ELF: Corvian, Leiriu, Moonwhisper, Puck, Sinvistar, Shadowhawke, Vulica
HALFLING: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug

Look:

pick at least one for each row

- ☐ human ☐ dwarf ☐ elf ☐ halfling ☐ _____
☐ just a kid ☐ old enough to know better ☐ still got it ☐ _____
☐ knowing eyes ☐ mocking eyes ☐ quick eyes ☐ _____
☐ lithe ☐ heavysset ☐ scrawny ☐ thin as a whippin' stick ☐ _____
☐ a light step ☐ more like a strut ☐ no wasted movement ☐ _____

Background:

pick one

☐ ASSASSIN

Choose a poison (see Some Poisons); you have immunity to it and start with a vial of that poison for free. When you **Spout Lore** about poisons, venoms, or antidotes, you have advantage. When you have time to gather materials and a safe place to brew, you can create three doses of any one poison you've used before.

☐ OPERATIVE

When you declare that you know someone in the area, someone who can help, name them and roll +CHA. On a 10+, it might take some convincing, but, yeah, they can help. On a 7-9, pick 1.

- They still hold a grudge
- They swore off this sort of thing long ago
- They're as greedy/sleazy/disloyal as it gets

☐ STREET RAT

When you have a moment's distraction and available cover, you can disappear from view and get into hiding, just like that. When you forage while the party **makes camp** in an urban area, roll +WIS. On a 10+, both. On a 7-9, pick 1:

- You do not need to consume a ration.
- you scrounge up 1d4 rations.

☐ TOMB RAIDER

When you **Spout Lore** about tombs, ancient ruins, and the things one finds there, you have advantage

Introductory Questions:

ask one question per player

Who here has my back when things go wrong? _____

Who here have I worked with before? _____

Who here knows incriminating details about me? _____

Who here knows where I stashed my loot? _____

Who here doesn't trust me? Why? _____

Who here do I not trust? Why? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into DEX or INT and +1 in the other one

Starting HP = 16 + CON

HP:

- ☐ Weakened: (disadvantage to STR & DEX)
☐ Dazed: (disadvantage to INT & WIS)
☐ Sickened: (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d8

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 9+STR

You Start with:

Dungeon Rations (□□□□□, 1 weight),
Leather Armor (1 Armor, 1 weight,
and 10 coins.

Choose an armament:

- ☐ **Dagger** (*hand*, 1 weight), and
Short Sword (*close*, 1 weight).
☐ **Rapier** (*close, precise*, 1 weight).

Choose a ranged weapon:

- ☐ **Throwing Daggers** (*thrown, near*,
□□ *ammo*, 0 weight).
☐ **Ragged Bow** (*near*, 2 weight) and a
Bundle Of Arrows (□□□ *ammo*, 1
weight).

Choose one:

- ☐ **Adventuring Gear** (□□□□□, 1 weight).
☐ **Healing Potions** (□□, 0 weight).

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ DEFIANCE

Stand up to a bully or tyrant.

☐ CONSCIENCE

Forgo comfort or advantage to do the right thing.

☐ EXCITEMENT

Cause trouble for your allies by taking an unnecessary risk.

☐ TRICKERY

Get someone to act on false information.

☐ _____

Starting Moves:

BACKSTAB

When you attack someone up close and they don't see it coming, **Deal Damage** or roll +DEX. On a 10+, **Deal Damage** and pick 2. On a 7-9, **Deal Damage** and pick 1.

- Deal +1d4 damage
- Strike a weak spot, ignoring their armor
- They can't make noise or raise an alarm
- You slip away before they can react
- You create an opportunity; you or an ally gain advantage if they act on it

MOVE SILENTLY, HIDE IN SHADOWS

When you **Defy Danger**, **Scout Ahead**, or **Struggle as One** by being stealthy, you have advantage.

TRAP EXPERT

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

When you **pick locks or pockets** or **disable traps**, roll+DEX. On a 10+, you do it, no problem. On a 7-9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

~~POISONS~~

- **OIL OF TAGIT:** *get them to ingest it or prick them with it; they fall into a light sleep.*
- **BLOODWEED:** *prick them with it; they have disadvantage on damage rolls for a while.*
- **GOLDENROOT:** *get them to ingest it; they will treat the next person they see as a trusted ally.*
- **MOONKISS:** *get them to inhale it; they become confused and hallucinate for a few hours.*
- **SERPENT'S TEARS:** *coat an edged weapon with it; the next wound it inflicts burns painfully and they take 2d4 damage.*
- **WIDOW'S MILK:** *get them to ingest it; they grow ill over the next hour, are incapacitated in a few hours, and deathly ill within a day; if untreated, it's usually fatal.*

Advances:

Some advances require a number of previous advances before they can be chosen.

▣▣▣▣ IMPROVED STATISTIC

Increase a statistic by +1, max of +3.
Second: Increase a statistic by +1, max of +3.
Third: Increase a statistic by +1, max of +3.
Forth: Increase a statistic by +1, max of +3.
Fifth: Increase a statistic by +1, max of +3.

▣▣▣▣ SCHOOL OF HARD KNOCKS

Add +3 to your max HP.
Second: Add +3 to your max HP.
Third: Add +3 to your max HP.
Forth: Add +3 to your max HP.
Fifth: Add +3 to your max HP.

▣ CATLIKE

When you are unarmored and unencumbered, you have +1 armor.

▣▣ CAUTIOUS

When you roll for **Trap Expert**, you always get +1 Hold (even on a 6-).
Second *requires five advances*
On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

▣▣ CHEAP SHOT

When using a precise or hand weapon, your Backstab deals an extra +1d6 damage.
Second *requires five advances*
Your Backstab deals an extra +1d8 damage, and all other attacks deal +1d4 damage.

▣ WEALTH AND TASTE

When you make a show of flashing around your most valuable possession, choose someone present. They will do anything they can to obtain your item or one like it.

▣ SHOOT FIRST

You're never caught by surprise. When an enemy would get the drop on you, you may act first instead.

▣▣ UNDERDOG

When you're outnumbered, you have +1 armor.
Second *requires five advances*
You have +1 armor. When you're outnumbered, you have +2 armor instead.

▣▣ PANTS ON FIRE

When you **Defy Danger** by being deceitful, gain advantage.
Second *requires five advances*
When another player **Discerns Realities** or uses **Parley** upon you, you do not be honest with your answers.

▣▣ MULTI-CLASS DABBLER

Choose a move from another class. You may not take multi-class moves from those classes.
Second *requires five advances*
Take another move from another class.

▣ DANGER SENSE

You can always ask the GM, "Is there an ambush or trap here?"

▣ TYRANNY OF POSSESSION

When you see or come to know about a thing you want, roll+INT. On a 10+, ask the GM three questions about it. On a 7-9, ask two. On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):

- What happened to it recently?
- What is it really worth, all things considered?
- What protects it and keeps it where it is?
- Who will notice it's missing?
- Who will try to keep it from me?
- Who will want it once it is mine?

▣ WARDING RITUAL

You habitually make a ritualized gesture and incantation to protect yourself from magic. When a magical effect (spell, trap, etc.) would harm you, roll+CON. On a 10+, you are unaffected by the magic. On a 7-9, choose one:

- you suffer the effect to a lesser degree
- you are unaffected, but the effort is exhausting: mark a debility of your choice.
- you are unaffected, but your gesture will no longer work until you next make camp.

▣ EYE ON THE DOOR *requires five advances*

When you and your allies need to get out of here, name your escape route and roll +INT. On a 10+, you're gone. On a 7-9, you can stay or go but if you go, it costs you—the GM will tell you what (or who) you leave behind or take with you.

▣ **EVASION** *requires five advances*
When you **Defy Danger** on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

▣ **HEIST** *requires five advances*
When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward.

- Who will notice it's missing?
- What's its most powerful defense?
- Who will come after it?
- Who else wants it?

▣ **FIGHT DIRTY** *requires five advances*
When you **Backstab**, gain advantage on your damage roll.

▣ **DISGUISE** *requires five advances*
When you have time and materials you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't

▣ **SILK WALKER** *requires five advances*
When you run across a surface that cannot hold your weight, roll+DEX. On a hit, you make it across gracefully and without trouble. On a 7-9, you also expose yourself to danger somehow, the GM will tell you how.

▣▣ **SYMPATHETIC WARD** *requires five advances*
Your warding ritual also guards anyone you are touching; they resist as you do.
Second *requires five advances*
When your ward protects you, on a 12+, the magic rebounds onto its caster, affecting them instead of anyone else.

▣ **IT'S COMPLICATED** *requires five advances*
Choose another Background Option.

THE SORCERER

Name:

HUMAN: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri

ELF: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr

HONORIFICS: the Tainted, the Red, the Devious, All-Seeing, Earthshaker, the Dark, etc.

Look:

pick at least one for each row

- ☐ human ☐ elf ☐ _____
- ☐ surprisingly young ☐ impossible to tell ☐ venerable ☐ _____
- ☐ sharp eyes ☐ haunted eyes ☐ crazed eyes ☐ distant eyes ☐ _____
- ☐ creepy bodied ☐ thin ☐ sickly and frail ☐ rotund ☐ _____
- ☐ worn robes ☐ hideous deformity ☐ stylish robes ☐ strange beauty ☐ _____

Background:

pick one

☐ STEEPED IN LORE

You are a font of esoteric knowledge. When you **Spout Lore** or **Discern Realities** about something magical or otherwise arcane, on a 10+ the GM will also tell you a little-known secret about the subject.

☐ STRANGELY ATTUNED

You are especially attuned to magical energies. Whenever a magical effect happens close by, you can feel it, and tell roughly which direction and how far it is from you.

☐ PRACTICAL MAGIC

You know how to make you magic work for you. When you **Parley**, you can always offer to cast a spell to gain advantage.

☐ MAGICAL INVESTIGATOR

You have been affected by magic before, and know what to look for.

When you first inspect a work of magic or artifice, you can ask the GM 2 of the following:

- Who made this and how long ago?
- What does it do?
- How can I activate or repair it?
- What about this isn't what it seems?

Introductory Questions:

ask one question per player

Whose doom have I foreseen? _____

Who do I need to educate? _____

Who am I keeping a secret from from? _____

Who here am I experimenting on? What have I done to them? _____

Who do I believe will play an important part in the events to come? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into INT

Starting HP = 14 + CON

HP:

- ☐ **Weakened:** (disadvantage to STR & DEX)
- ☐ **Dazed:** (disadvantage to INT & WIS)
- ☐ **Sickened:** (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d8

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 7+STR

You start with:

Dungeon Rations (□□□□□, 1 weight), and an indestructible **arcane treasure** through which you draw power (1 weight), describe it.

Choose your defense:

- ☐ **Leather Armor** (1 armor, 1 weight)
- ☐ **Bag of Books** (□□□□□, 2 weight) and **Healing Potions** (□□□, 0 weight).

Choose an Armament:

- ☐ **Dagger** (band, 1 weight)
- ☐ **Staff** (close, two-handed, 1 weight)

Choose one:

- ☐ **Healing potion** (0 weight)
- ☐ **Antitoxins** (□□□☞ 0 weight)

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ CURIOSITY

Cause trouble by touching, opening, or tinkering with something.

☐ ECCENTRICITY

Alienate an NPC with your strange behavior.

☐ MYSTERY

Deflect or evade an inquiry into your doings.

☐ RESPECT

Use magic to cause terror and fear.

☐ _____

THE SWASHBUCKLER

Name:

HUMAN: Adelle, Destin, Carine, Gaspar, Isabelle, Jacques, Juliet, Marc, Yvette Westly

DWARF: Ferris, Hram, Gys, Lokke, Mia, Naerva, Quartz, Reg, Thymyr

ELF: Corvian, Leiriu, Moonwhisper, Puck, Sinvistar, Shadowhawke, Vuliea

HALFLING: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug

Look:

pick at least one for each row

- ☐ human ☐ dwarf ☐ elf ☐ halfling ☐ _____
☐ just a kid ☐ old enough to know better ☐ still got it ☐ _____
☐ piercing eyes ☐ honest eyes ☐ playful eyes ☐ _____
☐ lithe body ☐ trim ☐ athletic ☐ slightly to pot ☐ _____
☐ Cavalier Shirt and Breeches, ☐ Tabard and Hat, ☐ Laced Shirt and Baldric ☐ _____

Background:

pick one

☐ FIGHTING COMPANY

You learned to fight with others while part of a mercenary band, royal guardsman, noble hearted outlaws, or something similar. When you use the dance, on a 10+ the next ally to attack the same target takes +1 forward.

☐ MEAN STREETS

You learned swordplay fighting for your life on the streets. When you deal damage with a one-handed blade, deal +1 damage.

☐ TUTELAGE

You studied the art of the sword under a master. When you use the dance, on a miss take +1 forward to your next action..

☐ FLAMBOYANT WANDERER

When you enter a steading looking to impress people, roll +CHA. On a 10+, choose three. On a 7-9, choose one:

- You catch the eye of someone.
- Someone in the steading wants to fight you.
- You understand some local drama or injustice.
- You make someone jealous. Say how.

Introductory Questions:

ask one question per player

Who here has have a fought with before? _____

Who here have I caroused with before? _____

Who here knows an incriminating detail about me? _____

Who here knows where I am from? _____

Who here doesn't trust me? Why? _____

Who here do I implicitly trust? Why? _____

STR:

STRENGTH

DEX:

DEXTERITY

INT:

INTELLIGENCE

WIS:

WISDOM

CON:

CONSTITUTION

CHA:

CHARISMA

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into DEX or CHA and +1 in the other one

Starting HP = 18 + CON

HP:

- ☐ **Weakened:** (disadvantage to STR & DEX)
☐ **Dazed:** (disadvantage to INT & WIS)
☐ **Sickened:** (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d8

Armor:

Reduce damage you take by your armor (unless). "X armor" doesn't stack; "+X armor" does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 9+STR

You Start with:

Dungeon Rations (□□□□□, 1 weight),
Leather Armor (1 Armor, 1 weight), and
a **memento** from a previous adventure (0 weight), describe it.

Choose an armament:

- ☐ **Rapier** (close, precise, 1 weight).
☐ **Longsword** (close, +1 Damage, 2 weight).

Choose two:

- ☐ **Adventuring Gear** (□□□□□, 1 weight).
☐ **Buckler** (+1 armor, 1 weight).
☐ **Stiletto** (hand, precise, 1 piercing, 1 weight).
☐ 10 coins

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ BRASH:

Leap into danger without a plan.

☐ DEFIANCE

Stand up to a bully or tyrant.

☐ FAME:

Ensure that others will spread word of your name or deeds.

☐ PASSION:

Spur others to significant and unplanned decisive action..

☐ _____

THE WIZARD

Name:

HUMAN: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri

DWARF: Andvari, Gylfi, Ivaldi, Murrik, Solnis, Thargrun

ELF: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr

HALFLING: Hadyr, Olive, Bartleby, Lutes, Sebastian, Nellie, Francis

HONORIFICS: the Black, the White, Red, the Wise, All-Seer, Stormbringer, the Radiant, etc.

Look:

pick at least one for each row

- ☐ human ☐ dwarf ☐ elf ☐ halfling ☐ _____
☐ surprisingly young ☐ impossible to tell ☐ venerable ☐ _____
☐ bespectacled ☐ cold eyes ☐ crazed eyes ☐ distant eyes ☐ _____
☐ bony-limbed ☐ thin ☐ sickly and frail ☐ rotund ☐ _____
☐ amulets & talismans ☐ hideous deformity ☐ fancy robes ☐ strange robes ☐ _____

Background:

pick one

☐ FORMALLY TRAINED

When you **Spout Lore** about magic or other spellcasters, you have advantage.

☐ FAE-TOUCHED

You can always ask the GM “what here is hidden by magic?”

Alas, starmetal is anathema to you: it burns your skin and counters your magic utterly.

☐ MAGICAL PACT

You learned magic from a dangerous entity. You start with a token of your patron’s favor (small, magical). When you break the token, your patron will manifest and entertain your request. If it is happy with the results, it will replace the token.

☐ STEEPED IN LORE

When you first inspect a work of magic or artifice, you can ask the GM 2 of the following:

- Who made this and how long ago?
- What does it do?
- How can I activate or repair it?
- What about this isn’t what it seems?

Introductory Questions:

ask one question per player

Whose destiny have I foreseen? _____

Who do I need to teach about how magic really works? _____

Who is keeping a secret from me? _____

Who here am I experimenting on? What have I done to them? _____

Who do I believe will play an important part in the events to come? _____

STR:

STRENGTH

DEXTERITY

DEX:

INT:

INTELLIGENCE

WISDOM

WIS:

CON:

CONSTITUTION

CHARISMA

CHA:

Assign one modifier to each stat: +2, +1, +1, 0, 0, -1

Tip: put your +2 into INT

Starting HP = 14 + CON

HP:

- ☐ **Weakened:** (disadvantage to STR & DEX)
☐ **Dazed:** (disadvantage to INT & WIS)
☐ **Sickened:** (disadvantage to CON & CHA)

Track current HP and Debilities here. Make Camp or use items to heal.

Damage: d4

Armor:

Reduce damage you take by your armor (unless). “X armor” doesn’t stack; “+X armor” does.

XP: ○○○○○○

- Spend 1 XP to add +1 to a roll
- Spend 5 XP to pick an Advance

Mark XP when you roll a 6- See also; Make Camp or End of Session

Gear:

Your Load is 7+STR

You start with:

your **Spellbook** (1 weight),

Dungeon Rations (□□□□, 1 weight).

Choose your defense:

☐ **Leather Armor** (1 armor, 1 weight)

☐ **Bag of Books** (□□□□, 2 weight) and

Healing Potions (□□□, 0 weight).

Choose an Armament:

☐ **Dagger** (hand, 1 weight)

☐ **Staff** (close, two-banded, 1 weight)

Choose one:

☐ **Healing potion** (0 weight)

☐ **Antitoxins** (□□□, 0 weight)

Coinage:

Load

MAX

If your Load > MAX, gain the clumsy tag.

Drive:

pick one

☐ BENEVOLENCE:

Use magic to directly aid another.

☐ CUNNING

Set up a ploy and then take advantage of it.

☐ KNOWLEDGE

Discover something about a magical mystery.

☐ OBEISANCE

Get an NPC to acknowledge your superiority.

☐ _____

CANTRIPS

❑ LIGHT

An item you touch glows with arcane light. It gives off no heat, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence or you cancel it.

❑ FOIBLE

A single person you can see suffers a brief, moderate, involuntary action: blinking, cough, giggle, nod, twitch, wink, or yawn.

❑ MEND

A broken, mundane item you hold becomes whole again. This can repair crafted goods (rips in fabric, shattered pots, wagon wheels, etc.) as well as natural items (small fissures in rock, cracks in ice, etc.).

❑ PURIFY

You remove impurities and mundane spoilage from food or water that you touch.

❑ PRESTIDIGITATION

You perform minor tricks of magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions.

❑ UNSEEN SERVANT

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

❑ WRENCH

You make a sudden violent twist, push, or pull, on any one object you can see. For example, you might open or close an unlocked door, pull a lever, upend a table, break something fragile, etc.

APPRENTICE SPELLS

❑ ALARM

Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

❑ CAUSE FEAR

Choose a target you can see and a nearby object or being. The non-magical target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, or fight. While ongoing you take –1 to **cast a spell**. You cannot target entities with less than animal intelligence (magical constructs, undead, and the like). If you have reached mangus level spells it affects magical targets.

❑ CHARM PERSON

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or are proven otherwise.

❑ CONTACT SPIRITS

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

❑ DECIPHER

The symbols, patterns and sounds of any written or spoken language become understandable to you while this spell is active, though you may not speak or write them yourself. While the spell is ongoing you take –1 to **cast a spell**.

❑ DETECT MAGIC

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

❑ INVISIBILITY

Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't cast a spell.

❑ MAGIC MISSILE

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target within *far* range. If you have reached initiated level spells you may select 1d4 targets. If you have reached practitioner level spells it ignores armor. If you have reached mangus level spells they deal 3d4 damage.

❑ SEAL

Select a door or chest you can see. That object slams shut and its latch, hinges, and lock (if any) become immobile until a keyword you silently select when casting the spell is spoken in front of the door. Until the mechanism is released, the only way to open the door or chest is to break it.

❑ TELEPATHY

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

❑ **UNSEEN VOICES** illusion, ongoing Create up to 1d6 disembodied voices emanating from anywhere you can see. Each voice may sound however you like and speak any language you know, but its style is fixed once you start using it. You can make the voices follow a specific conversation, or change what they say over time. The voices may move around as you like. While ongoing you take –1 to **cast a spell**.

INITIATED SPELLS

❑ BINDING STRANDS

Brightly-colored magical strands materialize around a creature you can see, quickly constricting around it. Until you cast a spell or leave their presence, a large or smaller target cannot act except to speak. This effect ends immediately if the target is attacked.

❑ DISPEL MAGIC

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

Wizard Spell List:

❑ FIREBALL

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor. If you have reached mangus level spells it upgrades to 3d6.

❑ LEVITATE

You are held aloft by magical forces, and can move at walking pace in any direction, including up and down. While the spell is ongoing you take –1 to **cast a spell**.

❑ AQUATIC FREEDOM

You and those you touch, gain the ability to breathe, swim effortlessly, and speak underwater, but no longer may do so outside of water. You can use this spell on a number of people equal to 3+INT. While the spell is ongoing you take –1 to **cast a spell**.

❑ MIMIC

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

❑ MIRROR IMAGE

You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

❑ SLEEP

1d4 enemies you can see fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain. If you have reached practitioner level 2d4 enemies fall to sleep. If you have reached mangus level spells you choose who falls asleep.

❑ VISIONS THROUGH TIME

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you, a bleak event that will come to pass without your intervention, and tell you something useful about how you can interfere with its dark outcome.

Wizard Spell List:

PRACTITIONER SPELLS

❑ CAGE

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

❑ CONTACT OTHER PLANE

You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

❑ DOOM MISSILE

A sphere of energy rockets from your fingers to engulf a target with a series of rapid implosions. Between each implosion, you must move the sphere to a new target (you may hit the same target more than once, just not twice in a row). The spell implodes three times, growing and dealing progressively more damage with each implosion. If you have reached mangus level spells it will explode once more, twice more if you have reached master level spells. Deal the following damage in progression, stopping when you run out of implosions: 1d6, 1d8, 1d10, 1d12, 2d6. If you gain bonus damage from any source, apply it only to the last of these implosions.

❑ POLYMORPH

Your touch reshapes a creature entirely, they stay in the form you craft until you **cast a spell**. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature's mind will be altered as well
- The form has an unintended benefit or weakness

❑ SANCTUARY

You touch the window or door of a building (from inside or outside). While the spell is ongoing all portals and entrances to that building seal and are magically reinforced to keep out intruders (or keep in those inside). This spell may only be dispelled or interfered with by those on the same side of the building walls as you. You take -1 ongoing while this spell is active.

❑ PHANTASM

You craft an illusion of some type of creature, then summon a spirit into it, giving it substance. Describe what the creature looks like. Treat it as a follower that has +1 modifier for all stats, 1 HP, uses your damage dice, and has the instinct: *to reveal itself as a fake*. The phantasm has one of the moves of the creature it appears to be, but can only use them on targets that don't know it is a phantasm. It also gets your choice of 1d6 of the following traits:

- It has +2 instead of +1 to one stat
 - It's not reckless
 - It does 1d8 damage
 - +1 armor
 - +2 HP for each advance you have
 - It has all the moves of the creature it appears to be
 - It has an additional move related to inspiring a particular emotion in those who see it, which works even if its illusory nature is known.
- The phantasm remains until it dies, you dismiss the spell. While the spell is ongoing you take -1 to **cast a spell**. If you have reached mangus level spells you may call forth two phantasms, and three if you have reached master level spells.

MANGUS SPELLS

❑ CATCH SPELL

You can "catch" a spell cast at you, holding it. You may release a held spell, casting it as if it were your own, fully woven, spell. You may only hold one spell at a time. While ongoing you cannot weave spells.

❑ CONTINGENCY

Choose a Practitioner or lower spell you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.

❑ TRUE SEEING

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to **cast a spell**.

❑ SHADOW WALK

The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

❑ CLOUDKILL

A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate +1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

❑ DOMINATE

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they have
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot **cast a spell**.

MASTER SPELLS

❑ ALERT

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

❑ ANTIPATHY

Choose a target and describe a type of creature. Creatures of the specified type cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to **cast a spell**.

❑ DENIAL

A target magic user is denied part of all or one of its spellcasting moves (GM's choice) until it can take a moment to rest.

❑ PERFECT SUMMONS

You teleport a creature into your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you. The creature will help you as best it can. The creature remains until it dies or you dismiss it. Exceedingly powerful creatures may resist the summons, or turn on you after summoned.

❑ SHELTER

You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.

❑ SOUL GEM

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, **parley**, and other effects. All moves against the trapped creature gain at +1. You can free the soul at any time.

Basic Moves:

AID

When you help another character who's about to roll, they gain advantage, but you are exposed to any risks, costs, or consequences.

When you jump in to help another character who just rolled, tell us how and ask the GM what that consequences will be. If you accept, increase your ally's roll by +1.

DEFEND

When you take up a defensive stance or jump in to protect others, roll +CON. On a 10+, hold 3. On a 7-9, hold 1. You can spend hold 1-for-1 to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects.
- Draw all attention from your ward to yourself.
- Strike back at an attacker (**Deal Damage** with disadvantage)

When you go on the offense, cease to focus on defense, or the threat passes, lose any hold.

DEFY DANGER

When you act despite imminent threat or suffer a calamity, say how you deal with it and roll...

... +STR to employ brute force
... +DEX to act with speed or finesse
... +CON to endure or hold steady
... +INT to think fast or employ expertise
... +WIS to apply mental fortitude or sharp senses
... +CHA to use charm, subterfuge, social grace
On a 10+, you do what you set out to do. On a 7-9, the GM will offer you a worse outcome, hard bargain, or ugly choice.

DISCERN REALITIES

When you closely study a situation or person, roll +WIS: on a 10+, ask the GM 3 questions from the list below; on a 7-9, ask 1; either way, take advantage on your next move to act on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who or what is really in control here?
- What here is not what it appears to be?

HACK AND SLASH

When you fight in melee or close quarters, roll +STR. On a 10+, you Deal Damage and pick 1:

- Evade, prevent, or counter the enemy's attack
- Strike hard and fast, for 1d6 extra damage, but suffer the enemy's attack

On a 7-9, you Deal Damage, but suffer the enemy's attack.

VOLLEY

When you take aim and attack an enemy at range, roll +DEX. On a 10+, you have a clear shot, and **Deal Damage!** On a 7-9, **Deal Damage** but choose 1 from the list below.

- You have to move/hold steady to get the shot, placing you in danger of the GM's choice.
- Take what you can get: **Deal Damage** with disadvantage.
- Mark off a box of ammo.

PARLEY

When you press or entice an NPC, say what you want them to do (or not do). If they have reason to resist, roll +CHA. On a 10+, they either do as you want or reveal the easiest way to convince them. On a 7-9, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

When you press or entice a PC and they resist, you can roll +CHA. On a 10+, both. On a 7-9, pick 1:

- If they do it, they mark XP
- If they don't do it, they must reveal a way you could convince them to do it.

SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting, useful, and relevant about the subject. On a 7–9, the GM will only tell you something interesting, it's on you to make it useful. Either way, the GM may ask you “How do you know this?”

ADVANTAGE/DISADVANTAGE

When you make a roll with advantage, roll an extra die and discard the lowest result.

When you make a roll with disadvantage, roll an extra die and discard the highest result.

When you make a roll with both advantage and disadvantage, they cancel each other out.

DEAL DAMAGE

When you harm a foe but don't murder them, roll your damage and say the result plus any modifiers and tags like *messy*, *forceful*, etc. The GM will reduce the victim's HP by that amount (less armor) and either describe the result or ask you to do so. When a creature is reduced to 0 HP, they are out of the action: dead, unconscious, cowering, etc. If you have advantage or disadvantage to damage, roll your damage die twice and take the higher or lower result; then add any bonuses that apply.

TAKE DAMAGE

When you are injured, roughed up, or otherwise suffer harm, the GM will tell you to roll the damage die and add in additional effects. Reduce the damage by your armor (if any) and lose that many HP. When you are reduced to 0 HP, you have suffered potentially deadly harm, and are dying.

LAST BREATH

When you are dying, you catch a glimpse of what lies beyond the Black Gates of Death (describe it). Then roll +nothing. On a 10+, you've cheated death, you're no longer dying but you're still in a bad place. On a 7-9, Death will offer you a bargain, take it and stabilize or refuse and pass beyond the Black Gates. On a 6-, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

STRUGGLE AS ONE

When you the GM calls on you to **Defy Danger** as a group, they'll describe the struggle you face. Say how you deal with it and roll +STAT: on a 6-, you find yourself in a spot, the GM will describe it. On a 7+, you pull your weight. On a 10+, you can get someone out of a spot. If you roll 6- but someone saves you, don't mark XP

TAKE WATCH

When you're on watch and something approaches, roll+Wis. On a 10+ you're able to wake the camp and prepare a response, take +1 forward. On a 7–9 the camp is awake but hasn't had time to prepare. On a miss whatever lurks outside the campfire's light has the drop on you.

UNDERTAKE A PERILOUS JOURNEY

When you travel through hostile territory, choose one member of the party to act as a **trailblazer**, one to **scout**, and one to be the

quartermaster (the same character cannot have two jobs). If you don't have enough party members, or choose not to assign a job, treat that job as if it had rolled a 6.

Each character with a job to do rolls+Wis. On a 10+ the quartermaster reduces the number of rations required by 1d4 (min 1). On a 10+ the trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much). On a 10+ the scout will spot any trouble quick enough to let you get the drop on it. On a 7–9 each roles performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

MAKE CAMP

When you settle in to rest in a dangerous area, each character must mark a provision box. If they do, and rest for at least a few hours, choose 1.

- Regain HP equal to 1/2 your maximum.
- Clear a debility.
- Gain advantage on your next roll.

If you are playing a One-Shot styled game, also perform the **end of session** move as well.

END OF SESSION

When you reach the end of a session, take turns with the following:

- Give an example of how you've met your Drive's requirement; if you can, mark XP
 - Point out something awesome that another character did, that no one else has mentioned yet; if you do, mark XP
- Then answer these three questions as a group:
- Did we learn something new and important about the world?
 - Did we overcome a notable monster or enemy?
 - Did we loot a memorable treasure?

For each “yes” answer everyone marks XP. If you have accrued 5 XP or more, you may spend them to take an advance.

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When you jump in to help another character who just rolled, tell us how and ask the GM what that consequences will be. If you accept, increase your ally's roll by +1.

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... +CON to endure or hold steady
... +INT to think fast or employ expertise
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- Take what you can get: **Deal Damage** with disadvantage.
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