

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ **Longsword (+1 damage)**
- ◆ **Some token of your homeland**
Describe it and say why it's important
- ◆ **Bandages (3 uses)** ○○○
When you have a few minutes to tend wounds, heal 4 HP and mark a use.

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

- ☐ **Axe of the Conqueror (+1 damage)**
Mark this if you've chosen the "Unvanquished" Background.
- ☐ **Throwing Axes (2 ammo)**
Mark this if you've chosen the "Berserker" Background.
- ☐ **Adventuring Gear (5 uses)** ○○○○○
Mark this if you've chosen the "Indestructible" Background.
Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

- Strength (STR)** Hit enemies, lift large objects, break down doors.
- Intelligence (INT)** Recall facts, use magic, quick thinking.
- Dexterity (DEX)** Dodge out of the way, jump over cliffs, throw things.
- Constitution (CON)** Withstand poison, defend others, toughen things out.
- Wisdom (WIS)** Solve puzzles, gain special insight, detect the hidden.
- Charisma (CHA)** Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

BARBARIAN

You're always the outsider, even within your own party. But you don't care; you know that strength & zeal are all that truly matters. And you bring that in spades! You dominate all those who dare stand before you through skill, brawn and raw power. Remember: STR and CON are your closest allies; pay special attention to Hack & Slash and Defy Danger from the Basic & Adventuring Moves insert.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____
Examples: Tovor, Gorm, Lur, Sora, Xen
Titles: The Hungry, The Undefeated, The Foe Smasher, The Bonebreaker

Look: _____
Examples: Haunted Eyes, Wild Hair, Supple Body, Odd Tattoos, Nearly Naked, Human, Elf, Dwarf, Halfling, Gnome, Orc, Kobold, Kobold, Goblin

A personal goal (and why): _____

Examples: an impossible task, become legend, satisfy your appetites, redemption, revenge.

A memory that made you YOU:

Examples: A vanquished beast, a strange custom, a night of debauchery, an oath sworn.

Knowledge of the area:

Examples: An infamous tavern, an ancient battleground, an exile from your land, the lair of a terrible beast

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

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?

Backgrounds

(Choose one)

☐ Unvanquished

+2 STR, +1 CHA

Instead of the longsword, you start with the **Axe of the Conqueror (+1 damage)**.

You carry an ancient axe, which you’ve acquired by inheritance, war or sport. It gleams with the stained blood of those you’ve defeated in honorable battle.

When you engage in one-on-one combat with the Axe of the Conqueror, on a hit, you disarm your opponent in addition to whatever else happens.

☐ Berserker

+2 DEX, +1 STR

You start with **throwing axes (2 ammo)**.

Your prowess in combat is well known back home; your speed, agility and battle cunning unmatched.

When you Defy Danger caused by movement (like rushing past an armed guard), take +1 Forward. Additionally, Unencumbered, Unharmed gives you +2 armor instead of +1.

☐ Indestructible

+2 CON, +1 STR

You start with **adventuring gear (5 uses)**.

You have a reputation as unkillable; somehow, no matter the situation, you seem to survive.

When you take damage you can choose to take -1 Ongoing until you sate one of your appetites in lieu of taking the damage. If you already have this penalty you cannot choose this option. While you are in this state, you also take +1 Ongoing to Last Breath rolls.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- ☐ Offend an NPC with your brutish ways
- ☐ Let a problem escalate while you brood
- ☐ Cause trouble by over-indulging
- ☐ Keep a promise made to an NPC
- ☐ Refuse a request or order that’s beneath you

Stats

Hit Points /22

Lose HP when you take damage. If this reaches 0, you are dying! See “Last Breath” from the Basic & Adventuring Moves insert.

Armor

Subtract your armor from any damage you take.

Damage 1d10

Bonus Damage

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA
☐ Weakened -1 ONGOING STR & DEX	☐ Dazed -1 ONGOING INT & WIS	☐ Miserable -1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

- ☐☐☐☐
- ◆ Spend 1 XP to reroll a single die.
 - ◆ Spend 4 XP to earn an **Advance**. (see the “Advances” section for more details)

Class Moves

See the “Basic & Adventuring moves” insert for universal moves.

Herculean Appetites

Others may be content with just a taste of life, but you want more.

Choose two appetites.
When you pursue an appetite you roll moves w/ 1d6 +1d8. If the d6 rolls the highest result the GM will describe a danger that comes due to your heedless appetites.

- ☐ Pure destruction
- ☐ Power over others
- ☐ Mortal pleasures
- ☐ Conquest in battle
- ☐ Riches and property
- ☐ Fame and glory

What are You Waiting for?

When you taunt your enemies, roll+CON. On a 10+, they focus attacks on you, take +2 damage Ongoing. On a 7-9, only some (the most foolish) are lured to your taunt.

Musclebound

Weapons you wield knock enemies back, and rip body parts to shreds.

Unencumbered, Unharmed

When you choose not to wear armor or shield, take +1 armor.

The Upper Hand

You take +1 ongoing to last breath rolls. **When you take your last breath**, on a 7–9 you make an offer to Death in return for your life. If Death accepts he will return you to life. If not, you die.

Advances

*When you use XP to gain an **Advance**, you can do one of the following:*

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

☐ Eye for Weakness

When you Discern Realities add “What here is weak or vulnerable?” to the list of questions.

☐ Wide Wanderer

You’ve travelled the wide world over. **When you arrive someplace** ask the GM about any important traditions, rituals, and so on, they’ll tell you what you need to know.

☐ Still Hungry

Choose an additional appetite.

☐ Sweat More, Bleed Less

You take +1 to STR, to a maximum of +3. You may also add +1 to another stat, as if you did not take an advance.

☐ Smash!

When you Hack & Slash, on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

☐ Samson

You may break free of any physical or mental restraint by taking the Weakened, Dazed or Miserable debilities.

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ **Shortsword**
- ◆ **Leather Armor (+1 Armor)**
- ◆ **A unique musical Instrument**
Describe it.
- ◆ **Pipeleaf (3 uses) ○○○**
When you choose to share it with someone, expend two uses and take +1 Forward to Parley with them.

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

- ☐ **Bag of Books (5 uses) ○○○○○**
Mark this if you've chosen the "Historian" Background.
When you Spout Lore and consult one of your books, mark off a use and take +1 to your roll.
- ☐ **Adventuring Gear (5 uses) ○○○○○**
Mark this if you've chosen the "Wandering Minstrel" Background.
Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

- ☐ **Rapier**
Mark this if you've chosen the "Swashbuckler" Background.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

- Strength (STR)** Hit enemies, lift large objects, break down doors.
- Intelligence (INT)** Recall facts, use magic, quick thinking.
- Dexterity (DEX)** Dodge out of the way, jump over cliffs, throw things.
- Constitution (CON)** Withstand poison, defend others, toughen things out.
- Wisdom (WIS)** Solve puzzles, gain special insight, detect the hidden.
- Charisma (CHA)** Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

BARD

You're the social one who will help the party talk their way through problems. Pay special attention to the moves **Aid Or Interfere** and **Parley** from the **Basic & Adventuring Moves** insert.

You also have a wealth of knowledge that can give your party useful clues about the dangers they face, and you know a few magical songs to support them in battle.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____
Examples: Avon, Galadiir, Hrona, Uriel, Froia, Vitus, a laughing name, a musical name, a short name

Look: _____
Examples: Knowing Eyes, Fancy, Hair, Traveling Clothes, Well-fed, Seductive Face, Human, Elf, Dwarf, Halfling, Gnome, Orc, Kobold, Goblin, Faun

A personal goal (and why): _____

Examples: A grand performance, a forgotten story, a romantic gesture, a rival.

A memory that made you YOU:

Examples: Your favorite story, a warm home, a distant land, something you're running from.

Knowledge of the area:

Examples: Why have you returned here? How are outsiders treated here? What stories do you know about this place?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Who here have I heard stories of before?

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?

Backgrounds

(Choose one)

☐ Historian

+2 INT, +1 WIS

You start with a **bag of books** (5 uses).

You rarely leave your home; instead spending your time collecting obscure folk wisdom and songs from books. Choose a second area of expertise for Bardic Lore. Additionally, **when you heal with arcane art**, you heal +1d8 damage.

☐ Wandering Minstrel

+2 CHA, +1 DEX

You start with **adventuring gear** (5 uses).

You roam the land in search of stories of heroism to share, and earn your keep telling your stories and singing your songs in taverns and inns.

You start with the A Port In The Storm Advance, along with your regular class moves.

☐ Swashbuckler

+2 DEX, +1 STR

You start with a **rapier** instead of a short sword.

You're a dashing rogue, adept at swordplay as well as magic. With a quick smile and an even quicker blade, you're one of the finest duelists in the land!

When you Hack & Slash with your rapier, you roll with +DEX instead of +STR. Additionally, you take +1 Forward to Defy Danger the first time you are attacked in combat.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- ☐ Enter a fight that you aren't sure you can win
- ☐ Provoke conflict between others
- ☐ Share a passionate moment with another
- ☐ Spur others to significant and unplanned decisive action
- ☐ Avoid a conflict or defuse a tense situation

Stats



Hit Points _____ /18

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.



Armor _____

Subtract your armor from any damage you take.



Damage  **1d6**

Bonus Damage _____

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR

INT

CON

DEX

WIS

CHA

☐ Weakened

-1 ONGOING STR & DEX

☐ Dazed

-1 ONGOING INT & WIS

☐ Miserable

-1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

Arcane Art

You know the secrets of infusing music with magical power. **When you weave a performance into a basic spell**, choose an ally and an effect:

- ◆ They are healed of 1d8 damage
- ◆ They take +1d4 Forward to damage
- ◆ Their mind is shaken clear of one enchantment
- ◆ The next time someone successfully assists the target with aid, they get +2 instead of +1

Then roll+CHA.
On a 10+, the ally gets the selected effect.
On a 7-9, your spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

Bardic Lore

Your studies have made you an expert on a subject. Choose an area of expertise:

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

When you first encounter an important creature, location, or item (your call) covered by your Bardic Lore, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

Charming and Open

When you speak frankly with someone, you can ask them a question from the list below. They must answer it truthfully, and 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?

Advances

When you use XP to gain an Advance, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

☐ Help From My Friends

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

☐ Bamboozle

When you Parley with someone, on a hit you also take +1 Forward against them as well.

☐ Devious

When you use Charming and Open you may also ask "How are you vulnerable to me?"

☐ A Port In The Storm

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

☐ It Goes to Eleven

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.

☐ Eldritch Tones

Your arcane art is strong, allowing you to choose two effects instead of one.

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ A Mace
 - ◆ Blessed Vestments (+1 Armor)
 - ◆ Your Holy Symbol
- Describe it.
- ◆ Healing Potion
- When you drink it, heal 10 HP or remove one debility, your choice.

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

☐ Adventuring Gear (5 uses) ○○○○○

Mark this if you've chosen the "The Dawning Lord" Background.

Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

☐ Poultices and Herbs (2 uses) ○○

Mark this if you've chosen the "Earth Mother" Background.

When you carefully treat someone's wounds, heal them of 7 HP and expend a use.

☐ Orb of Truth

Mark this if you've chosen the "The Face of the Moon" Background.

When bathed in moonlight, none that gaze upon the Orb of Truth are able to tell a lie. They may keep silent or dissemble but when asked a question directly, they can speak naught but truth.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.

Intelligence (INT) Recall facts, use magic, quick thinking.

Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.

Constitution (CON) Withstand poison, defend others, toughen things out.

Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.

Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

CLERIC

You bring down the power of the divine to aid your party. Your spells bolster and heal your allies in combat, or hold your foes at bay. Your connection with your deity may also offer you insights into the dangers you may face, or the divine favor you desperately need. Pay special attention to the Discern Realities move from the Basic & Adventuring Moves insert.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Anya, Miles, Olga, Grosen, Xander, Kuen, an old name, a sorrowful name, a common name

Look: _____

Examples: Kind Eyes, Strange Hair, Flowing Robes, Flabby Body, Toothless Grin, Pleasant Demeanor, Human, Elf, Dwarf, Halfling, Gnome, Kobold

A personal goal (and why): _____

Examples: conversion, pilgrimage, aid of others, an inquisition, cleansing, recover a relic

A memory that made you YOU:

Examples: A vision, an old life, an unforgivable deed, a troubling question, a warm feeling

Knowledge of the area:

Examples: What gods are worshipped here? What legends exist about this place? Why is this place important to your faith?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

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?

Backgrounds

(Choose one)

☐ The Dawning Lord

+2 WIS, +1 STR

You start with **adventuring gear** (5 uses).

You follow the deity of the sun, who represents righteous order and civilization. Why has your deity or order sent you here? **When you Turn Undead**, on a hit you may also deal damage to one undead creature you can see, without breaking the spell.

☐ The Earth Mother

+2 WIS, +1 CHA

You start with **poultices and herbs** (2 uses).

You follow the deity of the earth and healing. You petition your god or goddess with offerings of nature’s bounty. What do you usually offer? What do you offer on special occasions? **When you heal someone**, either by magic or by administering a healing item, you heal an extra 1d4 HP.

☐ The Face of The Moon

+2 WIS, +1 INT

You start with an **Orb of Truth**.

You follow the deity of night and mystery. You petition your deity by collecting secrets. What does your deity like to hear about above all else?

Add this invocation: Choose an area you can see; it’s filled with supernatural darkness and shadow. While in effect, you take -1 Ongoing to Invoke.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- ☐ Gain recognition from or hold leverage over an NPC
- ☐ Instruct an NPC in the tenents of your faith
- ☐ Reveal the failings or falsehoods of another
- ☐ Cause trouble (for yourself or others) by adhering strictly to doctrine.

Stats

Hit Points /20

Lose HP when you take damage. If this reaches 0, you are dying! See “Last Breath” from the Basic & Adventuring Moves insert.

Armor

Subtract your armor from any damage you take.

Damage 1d6

Bonus Damage

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your **Background**. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA

- ☐ Weakened
-1 ONGOING STR & DEX
- ☐ Dazed
-1 ONGOING INT & WIS
- ☐ Miserable
-1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

☐

☐

☐

☐

- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the “Advances” section for more details)

Class Moves

See the “Basic & Adventuring moves” insert for universal moves.

Invoke

Your deity has granted you miraculous powers. **When you release a holy invocation**, choose one of the following effects:

- ◆ You conjure a sacred light that follows you around, as long as you wish.
- ◆ You heal an ally you touch of 1d8 HP.
- ◆ An ally you can see takes +1 Ongoing so long as battle continues and they stand and fight. While in effect, you take -1 Ongoing to Invoke.
- ◆ A corpse you touch answers any three questions you ask it, to the best of the knowledge it had in life and the knowledge it gained in death.
- ◆ Any weapon held while invoking this effect does +1d4 damage. While in effect, you take -1 Ongoing to Invoke.
- ◆ A target you can see is filled with supernatural fear of you, and will react accordingly, until the next time you Invoke.

Then roll+WIS. On a hit, the effect is successful.

On a 7-9, choose one:

- ◆ You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- ◆ The spell strains your devotion—take -1 Forward to Invoke until the next time you pray. This penalty is cumulative each time you take it.
- ◆ You cannot Invoke this effect again until the next time you commune.

When you spend uninterrupted time (an hour or so) in quiet communion with your deity, you remove any of the above penalties and recover all of your lost invocations.

Divine Guidance

When you petition your deity according to the precept of your religion, you are granted some useful knowledge or boon related to your deity’s domain. The GM will tell you what. Examples: Love, Mercy, Damnation, Restoration, Order, etc.

Turn Undead

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. Intelligent undead may still find ways to harry you from afar. They’re clever like that.

Advances

When you use XP to gain an **Advance**, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

☐ Invigorate

When you heal someone, the next time they deal damage, they deal +2 damage.

☐ Serenity

When you Invoke, you can ignore -1 penalty or one source of disadvantage.

☐ Divine Intervention

When you commune with your deity,lose any hold you already had from this move, then hold 1. Spend this hold when you or an ally takes damage to call on your deity; your deity intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) to negate the damage.

☐ Apotheosis

The first time you spend time in prayer as appropriate to your god after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.

☐ Divination

Once per day, you may name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.

☐ The Scales of Life and Death

When someone takes their last breath in your presence, they take +1 to the roll.

This is where you keep track of stuff you've started with, stuff you've found, and your money.

- ◆ A Long Spear
- ◆ Druidic Trappings (+1 Armor)
- ◆ A token of the land

You'll get one of these depending on your Background. Review your background for any associated moves.

☐ **Poultices and Herbs (2 uses)** ○○
Mark this if you've chosen the "Green Faith"
Background.

When you carefully treat someone's wounds, heal them of 7 HP and expend a use.

☐ **An Ironwood Club (+1 damage)**
Mark this if you've chosen the "The Spirit's Call" Background.

☐ **Sacred Pouch (3 uses)** ○○○
Mark this if you've chosen the "The Face of the Moon" Background.

When you spend a use from your sacred pouch to mark an animal, you can use its senses as if they were your own. **When you spend a use to mark a person**, their skin becomes tough as bark (+1 armor) for the next hour.

[illegible]

Keep track of important information about the world here!

[illegible]

See the *Basic & Adventuring Moves* handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.

Intelligence (INT) Recall facts, use magic, quick thinking.

Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.

Constitution (CON) Withstand poison, defend others, toughen things out.

Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.

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Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

You alone among your party can change your form at will, allowing you to fill multiple roles. However, if you aren't too careful Nature may exact a heavy price from you! Extra attention should be paid to Discern Realities from the Basic & Adventuring Moves insert.

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____
*Examples: Morr, Ravanna, Craric, Sevan, Elsa, an
 animal name, a plant name, an elemental name*

Look: _____
Examples: Wise Eyes, Messy Hair, Hides, Cat Eyes, Kindly Face, Unusual Skin, Eternal Gaze, Human, Elf, Dwarf, Halfling, Gnome, Kobold, Golem

A personal goal (and why):

Examples: preservation, cleansing the area, a personal mission from the spirits, reconciliation

A memory that made you YOU:

Examples: Your first shapeshifting experience, your previous existence, a fundamental truth

Knowledge of the area:

Examples: What spirits linger here? What here is causing unrest in the spirit world? What does nearby civilization think of you?

[illegible]

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Who here smells more like prey to me than hunter?

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?

Backgrounds

(Choose one)

☐ Green Faith

+2 WIS, +1 CHA

You start with **poultices and herbs** (2 uses).

You keep to the old ways, and that of the spirits of nature; as such you are attuned to its mysteries.

When you call on the spirits for guidance, roll+WIS.

- ◆ On a 10+ the vision will be clear and helpful to you.
- ◆ On a 7-9 the vision is unclear, its meaning murky.
- ◆ On a miss, the vision is upsetting, frightening, or traumatizing. Take -1 Forward.

☐ Spirit’s Call

+2 WIS, +1 DEX

You start with an **Ironwood club** (+1 damage).

The spirits of the wild have marked you, and have gifted you with unusual talents. So long as your feet touch the ground you have +1 armor. Additionally, when you assume a new form with Shapeshifter, you get +1 hold, even on a miss.

☐ Marked

+2 WIS, +1 STR

You start with a **sacred pouch** (3 uses).

You were abandoned as a child; an elder druid took you in and taught you the druidic arts. Choose one **Advance**; you start with that move along with the rest of your Class moves.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- ☐ Help an NPC learn, grow, or improve themselves.
- ☐ Act (or refuse to do so) in a way that harms an ally or bystander.
- ☐ Convince others to protect something of the natural world.
- ☐ Eliminate an unnatural menace

Stats



Hit Points

/20

Lose HP when you take damage. If this reaches 0, you are dying! See “Last Breath” from the Basic & Adventuring Moves insert.



Armor

Subtract your armor from any damage you take.



Damage



1d6

Bonus Damage

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR

INT

CON

DEX

WIS

CHA

☐ Weakened

-1 ONGOING STR & DEX

☐ Dazed

-1 ONGOING INT & WIS

☐ Miserable

-1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the “Advances” section for more details)

Class Moves

See the “Basic & Adventuring moves” insert for universal moves.

Born Of The Soil

You learned your magic in a place whose spirits are strong and ancient; they’ve marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. First, choose a **Tell**: something that marks you as a Druid. Whatever shape you take, your **Tell** remains. Then choose two of the following lands to which you are attuned.

- | | |
|--|---|
| ☐ The Great Forests | ☐ The Sapphire Islands |
| ☐ The Vast Desert | ☐ The Open Sea |
| ☐ The Stinking Mire | ☐ The Towering Mountains |
| ☐ The River Delta | ☐ The Frozen North |
| ☐ The Depths of the Earth | ☐ The Blasted Wasteland |

Shapeshifter

When you call upon the spirits to change your shape, roll+WIS.
On a 10+, hold 3. On a 7-9, hold 2.
On a miss, hold 1 in addition to whatever the GM says.

Then, choose an animal from your native lands; you and your druidic trappings meld into a perfect copy of that animal’s form. The GM will tell you up to 3 moves associated with that shape. The following are just a few examples:

- ◆ Wolf (Track by scent, Tear a chunk of flesh, call the pack)
- ◆ Owl (Spot something far away, Strike from above, Fly away silently)
- ◆ Squirrel (Climb to safety, Hide something for later, Snatch something shiny)
- ◆ Alligator (Camouflage, Drag underwater, Bite it off)
- ◆ Cat (Pad silently, Leap and balance with great agility, Miraculously survive)

Spend a hold to make one of these moves; no roll is necessary. If a move would deal damage, use your own damage die. When you’re out of hold, you return to your natural form. You may spend all of your hold and revert back to your natural form at any time.

Spirit Tongue

The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can speak with and understand animals, as well as closely study them and Parley with them as if they were people.

Advances

When you use XP to gain an Advance, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

☐ Red of Tooth and Claw

While you are in an appropriate animal form (something dangerous), your damage die is increased to d8.

☐ Studied Essence

When you spend time in contemplation of an animal spirit, you add its form to those you can assume using Shapeshifter. The GM will tell you the new moves.

☐ Thing-Talker

You see the spirits in the sand, the sea and the stone. You may now apply your Spirit Tongue to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals.

☐ Elemental Mastery

When you call on a nature spirit for aid, say which one and roll+Wis. On a 10+ choose two. On a 7–9 choose one.

- ◆ The effect you desire comes to pass
- ◆ You avoid paying nature’s price
- ◆ You retain control

☐ Shed

When you take damage while shapeshifted you may choose to revert to your natural form to negate the damage.

☐ DoppelGanger

You are able to study the essence of specific individuals to take their exact form, including humanoid creatures. Suppressing your **Tell** is possible, but if you do, take -1 Ongoing until you return to your own form.

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ Your Signature Weapon
 - ◆ Chainmail (+2 Armor)
 - ◆ Bandages (3 uses) ○○○
- When you have a few minutes to tend wounds, heal 4 HP and mark a use.

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

☐ An Heirloom

Mark this if you've chosen the "Bearer" Background.

Provides the bearer access to a single organization, guild hall, secret society, etc - beyond that, it is totally useless.

Describe it, as well as how you inherited it.

☐ Map of the Last Patrol

Mark this if you've chosen the "The Retired Adventurer" Background.

This map, when marked with the blood of a group of people, will always show their location—so long as they remain within the bounds of the map.

☐ Adventuring Gear (5 uses) ○○○○○

Mark this if you've chosen the "Enforcer" Background.

Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

- Strength (STR)** Hit enemies, lift large objects, break down doors.
- Intelligence (INT)** Recall facts, use magic, quick thinking.
- Dexterity (DEX)** Dodge out of the way, jump over cliffs, throw things.
- Constitution (CON)** Withstand poison, defend others, toughen things out.
- Wisdom (WIS)** Solve puzzles, gain special insight, detect the hidden.
- Charisma (CHA)** Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

FIGHTER

When it comes to martial combat, you're the best around. Your signature weapon makes you a devastating foe to your enemies, and you can wear heavy armor as if it were nothing. You are always on the front lines of battle, facing danger head-on. Pay special attention to Hack and Slash and Defend from the Basic & Adventuring Moves insert.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Yggritte, Miles, Tas, Gunter, Lasoro, a humble name, an ancient name, a royal name

Look: _____

Examples: Hard Eyes, Wild Hair, Calloused Skin, Lithe Body, Pinched Face, Battered Helm, Human, Elf, Dwarf, Halfling, Orc, Ogre, Goblin, Gnoll

A personal goal (and why): _____

Examples: personal fame, a job, a grim task, an unfulfilled promise, a legendary weapon

A memory that made you YOU: _____

Examples: An atrocity, a sacrifice, a victory, a mentor,

Knowledge of the area: _____

Examples: What significant battle took place near here? Who here owes you a debt? Who here fears you? Who are you worried about bumping into?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

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?

Backgrounds

(Choose one)

☐ Bearer

+2 STR, +1 CHA

You start with an **heirloom (describe it)**.

Your signature weapon has chosen you as its wielder. Who are the spirits that reside there? What do they want? **When you consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, roll+CHA.

- ◆ On a 10+, the GM will reveal one or more important details to your situation
- ◆ On a 7-9, the GM will give you only vague impressions.

☐ Retired Adventurer

+2 STR, +1 WIS

You start with the **Map of the Last Patrol**.

You left behind a life of bloodshed years ago. And while you hoped to live out the rest of your days in peace, it doesn't always work out that way. **When you Discern Realities while in battle**, take +1.

☐ Enforcer

+2 STR, +1 CON

You start with **Adventuring Gear (5 uses)**.

For years, you served as the right-hand enforcer for someone important. You did what you were told, when you were told. You're alone now, but you've still got those special skills to keep you company... **When you parley using threats of violence as leverage**, you may use STR instead of CHA.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- ☐ Enter a fight that you aren't sure you can win
- ☐ Show off in front of NPCs who can go on to tell your tale
- ☐ Settle a conflict or dispute without bloodshed
- ☐ Put someone in their place for disrespecting you
- ☐ Provoke a great danger so that others will see you are unafraid

Stats



Hit Points

/24

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.



Armor

Subtract your armor from any damage you take.



Damage



1d10

Bonus Damage

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR

INT

CON

DEX

WIS

CHA

☐ Weakened

-1 ONGOING STR & DEX

☐ Dazed

-1 ONGOING INT & WIS

☐ Miserable

-1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

Signature Weapon

You own a unique weapon that has extraordinary abilities. Tell us how you came to own that weapon! Choose your weapon, and add it to your list of gear:

- ☐ **Crom Faeyr**, the ancient hammer of dwarven kings, and its companion shield. When you strike an enemy with this weapon, it knocks them back with a clap of thunder, and the shield grants you +1 armor while you are using it.
- ☐ **Meofainn**, the terrible battle-axe bathed in the heart-blood of a dragon. The damage this weapon inflicts is particularly destructive, ripping both people and things apart with its cruel edge. When you deal damage with this weapon, roll your damage die twice, and take the better result.
- ☐ **Ironfang**, the ornate spear of the greatest chieftain your clan have ever known. When you throw Ironfang in battle, you make the Volley move with STR instead of DEX, and after you throw it, it magically returns to your hand.
- ☐ **Isil**, a graceful blade that shines like the crescent moon. The uncanny sharpness of this blade ignores the enemy's armor, and it glows when a type of creature of your choosing is near.
- ☐ **Bielgrim**, the greatsword of a legendary knight. This weapon can always sense the taint of darkness or chaos, and reacts in its presence. When you strike a creature of darkness or chaos with this weapon, it ignites with holy fire; you either deal +1d4 damage or suppress one of its unnatural powers, your choice.

Bend Bars, Lift Gates

When you use pure strength to destroy an inanimate obstacle, roll+STR. On a 10+, choose 3. On a 7-9, choose 2.

- ◆ It doesn't take a very long time
- ◆ Nothing of value is damaged
- ◆ It doesn't make an inordinate amount of noise
- ◆ You can fix the thing again without a lot of effort

Armor Mastery

When you allow a piece of armor you wear to absorb all of the damage from a single attack, reduce its Armor value by 1. When the Armor value reaches 0, the armor is destroyed.

Advances

When you use XP to gain an Advance, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

☐☐ Scent of Blood

When you Hack & Slash an enemy, your next attack against that same enemy deals +1d4 damage. If you take this move a second time, the next attack deals +1d8 damage.

☐ Iron Hide

You get +1 armor at all times.

☐ Seeing Red

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

☐ Evil Eye

When you Defend, you can spend 1 hold to: Lock eyes with a foe; any damage rolls against you and your ward are halved, rounded up.

☐ Battlefield Tactics

When you survey a battlefield or dangerous environment, ask the GM two of the following questions. The GM will answer truthfully.

- ◆ Where's the best way in, out, or through?
- ◆ Where is the best place to make a defensive stand?
- ◆ Where is the best place to attack from?
- ◆ What here is the biggest threat to me?

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ Halberd (+1 damage)
- ◆ Chainmail (+2 Armor)

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

☐ **Earworm Wax (1 use)** ○
Mark this if you've chosen the "Faith Militant" Background.
A yellowish candle that forever burns a pale light. Drip the wax into the ear of a target and gain 3 hold. Spend that hold and ask your target a question. They will tell you the truth, despite themselves.

☐ **Healing Potion**
Mark this if you've chosen the "Anointed" Background.
When you drink it, heal 10 HP or remove one debility, your choice.

☐ **Adventuring Gear (5 uses)** ○○○○○
Mark this if you've chosen the "Savior" Background.
Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.
Intelligence (INT) Recall facts, use magic, quick thinking.
Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.
Constitution (CON) Withstand poison, defend others, toughen things out.
Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.
Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

PALADIN

You wield both martial prowess and holy power, along with powerful support abilities that heal your allies or give you miraculous abilities. Pay special attention to both the Hack & Slash and Defend moves.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____
Examples: Febem, Tania, Moraf, Tep, Yorash, Jesu, a common name, an unusual name, a peasant name

Look: _____
Examples: Fiery Eyes, Styled Hair, Bloodstained Clothes, Bulky Body, Wizened Face, Tattooed Skin, Human, Elf, Dwarf, Halfling, Gnome, Fae

A personal goal (and why): _____

Examples: a holy quest, atonement, diplomacy, truth-seeking

A memory that made you YOU: _____

Examples: A sin, an act of justice, someone protected or lost

Knowledge of the area: _____

Examples: What authority holds sway here? What corruption lies here? What customs here do you love or hate?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

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? _____

Backgrounds

(Choose one)

☐ Faith Militant

+2 STR, +1 CHA

You start with a **Earworm Wax (1 use)**.

You belong to the military arm of a religious organization. The common people look to you as their shield against the forces of evil. Why have you been sent here, and what do you expect to find?

When you pray for guidance, even for a moment, and ask, “What here is evil?” the GM will tell you, honestly.

☐ Anointed

+2 CHA, +1 STR

You start with a **Healing Potion**.

You consider yourself a member of the faith first and foremost, and your faith is powerful. Your deity has bestowed upon you an edict to heal the world.

When you heal someone with Lay on Hands, you heal an extra +1d4 damage, which is never transferred to you.

☐ Savior

+2 STR, +1 CON

You start with a **Adventuring Gear (5 uses)**.

You’ve always known that you were born to do something great, given the opportunity. You feel that opportunity is finally near: a grand quest, in honor of your diety.

When you start a Quest, you may choose another boon, as long as you select another vow as well.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- ☐ Lead another to act despite fear or doubt.
- ☐ Forgive a helpless enemy and set them free.
- ☐ Capture or punish a criminal or evildoer.
- ☐ Suffer pain and hardship so that someone does not need to.
- ☐ Deny mercy to a criminal or unbeliever.

Stats



Hit Points

/24

Lose HP when you take damage. If this reaches 0, you are dying! See “Last Breath” from the Basic & Adventuring Moves insert.



Armor

Subtract your armor from any damage you take.



Damage



1d10

Bonus Damage

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR

INT

CON

DEX

WIS

CHA

☐ Weakened

-1 ONGOING STR & DEX

☐ Dazed

-1 ONGOING INT & WIS

☐ Miserable

-1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the “Advances” section for more details)

Class Moves

See the “Basic & Adventuring moves” insert for universal moves.

Quest

When you dedicate yourself to a mission through prayer and ritual cleansing, say what you plan to do (examples below):

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

Then choose up to two **boons**:

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

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

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

I Am The Law

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

On a hit, they... (Choose one)

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

On a 10+, you also take +1 Forward against them.

On a miss, they do as they please and you take -1 Forward against them.

Lay On Hands

When you touch someone, skin-to-skin, and pray for their well-being, roll+CHA. On a 10+, you heal them of 1d8 damage, or remove a disease from them. On a 7-9, they are healed, but the damage or disease is transferred to you.

Advances

When you use XP to gain an Advance, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

☐ Setup Strike

When you Hack & Slash, choose an ally; their next attack against your target does +1d4 damage.

☐ Staunch Defender

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

☐ Holy Power

When you begin a Quest, choose either +1 armor or +1d4 damage. You get that bonus as long as you are still on the Quest.

☐ Bloody Aegis

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

☐ Hospitaller

When you heal an ally, you heal +1d8 damage.

☐ Exterminatus

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

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ A Longbow
- ◆ A bundle of arrows (3 ammo)
- ◆ A shortsword
- ◆ Leather Armor (+1 armor)

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

☐ Poultices and Herbs (2 uses) ○○

Mark this if you've chosen the "Raised by Wolves" Background.

When you carefully treat someone's wounds, heal them of 7 HP and expend a use.

☐ Boots of Trackless Step

Mark this if you've chosen the "Forester" Background.

So long as you travel in view of the treeline, you and those you travel with leave no trace.

☐ Adventuring Gear (5 uses) ○○○○○

Mark this if you've chosen the "Warden" Background.

Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.

Intelligence (INT) Recall facts, use magic, quick thinking.

Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.

Constitution (CON) Withstand poison, defend others, toughen things out.

Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.

Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

RANGER

Within the party you're the best at being in the wilderness, or taking out enemies at a distance with your bow. You and your animal companion can support you and your allies, helping you find tracks and paths through the wilderness. Carefully read both Volley and Venture Out from the Basic & Adventuring Moves insert.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Fenrek, Krauss, Fitch, Wrannan, Darya, an animal name, a posh name, a nickname

Look: _____

Examples: Hooded Eyes, Long Hair, Camouflage Clothes, Sinewy Body, Sharp Features, Bearded, Human, Elf, Dwarf, Halfling, Gnome, Hobgoblin

A personal goal (and why): _____

Examples: providing passage, a job, hunting, investigating, a reunion

A memory that made you YOU: _____

Examples: A tranquil glade, an offense of the city, a necessary sacrifice, a resolute decision

Knowledge of the area: _____

Examples: What wild frontier lies near here? What savage beast have you seen signs of? What fate is the nearby settlement blindly rushing towards?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

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?

Backgrounds

(Choose one)

☐ Raised by Wolves

+2 DEX, +1 WIS

Starts with **poultices and herbs** (2 uses).

You’ve always gotten along better with animals than people, and you prefer a life in the wilds. You have an unusually powerful bond with your animal companion. **When your animal companion aids in your attack**, roll 3d6 and take the two highest dice.

☐ Forester

+2 DEX, +1 WIS

You start with the **Boots of Trackless Step**.

You have become a master at the art of camouflage. **When you keep still in natural surroundings**, enemies never spot you until you make a movement, and **when you strike with a ranged weapon from hiding**, your first shot never gives away your position.

☐ Warden

+2 WIS, +1 STR

You start with **adventuring gear** (5 uses).

You have devoted yourself to hunting the unnatural things that skulk around in the darkness of the wilds. Your intuition helps you to face danger, wherever you are. **When you Spout Lore about a monster**, you roll with WIS instead of INT, and on a hit, you take +1 Forward when acting on the information you recall.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- ☐ Alienate someone by putting your animal companion’s desires above theirs.
- ☐ Free someone from bondage, figuratively or literally.
- ☐ Doggedly pursue a course of action, to your or your allies detriment.
- ☐ Help an animal or spirit of the wild.
- ☐ Show someone a place or thing of natural beauty that they have not seen before

Stats

Hit Points /20

Lose HP when you take damage. If this reaches 0, you are dying! See “Last Breath” from the Basic & Adventuring Moves insert.

Armor

Subtract your armor from any damage you take.

Damage 1d8

Bonus Damage

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your **Background**. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA
☐ Weakened -1 ONGOING STR & DEX	☐ Dazed -1 ONGOING INT & WIS	☐ Miserable -1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

- ☐☐☐☐
- ◆ Spend 1 XP to reroll a single die.
 - ◆ Spend 4 XP to earn an **Advance**. (see the “Advances” section for more details)

Class Moves

See the “Basic & Adventuring moves” insert for universal moves.

Hunt And Track

When you follow a trail of clues left behind by passing creatures, roll+WIS. On a hit, you follow the creature’s trail until there’s a significant change in its direction or mode of travel. On a 10+, you also choose one:

- ◆ Gain a useful bit of information about your quarry, the GM will tell you what
- ◆ Determine what caused the trail to end

Called Shot

When you attack a defenseless or surprised enemy at range, you can choose to deal your damage, or name your target and roll+DEX:

- ◆ **Head:** On a hit, the target is stunned for a few moments. On a 10+, add your damage.
- ◆ **Arms:** On a hit, the target drops whatever they’re holding. On a 10+, add your damage.
- ◆ **Legs:** On a hit, they’re hobbled and slow moving. On a 10+, add your damage.

Citizen Of The Wild

Take +1 when you Venture Out and act as guide. Also, on a 7-9, choose only one consequence.

Animal Companion

You have a supernatural connection with an animal that almost always acts as you wish it to.

Name: _____

Examples: Bolt, Fury, Whisper, Jax, Skye, Puck, Butch, Scar, Luna, Temper, Whiskin, Shadow, Fang

Choose an animal based on its size:

Small:

+0 armor, +1d4 damage, +1 Discern Realities
Example: Hawk, Lynx, Weasel, Drake, Raven, Python, Monkey

Medium:

+1 armor, +1d6 damage, +1 Hunt And Track
Example: Eagle, Boa, Panther, Stag, Goat, Boar, Wolf

Large:

+2 armor, +1d8 damage, +1 Hack & Slash
Example: Auroch, Bear, Sloth, Gorilla, Horse, Elk, Tiger

Command

When you work with your animal companion...
...and you attack the same target(s), add its damage die to yours.
...and you take damage, add its armor to yours.
...and someone Interferes with you, they roll 3d6 and take the two lowest dice.

Advances

When you use XP to gain an **Advance**, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

☐ Blot Out the Sun

When you Volley, you may spend ammo before rolling. For each point of ammo spent, you may choose an extra target to hit with your attack. On a hit, you deal your damage to every target.

☐ Wild Empathy

You can speak with and understand animals. If you have leverage, you can Parley with them too.

☐☐ Dire Beast

Your animal companion either increases its damage die by one step (1d4 becomes 1d6, etc), or its armor by +1. This advance may be chosen more than once.

☐ Smaug’s Belly

When you know your target’s weakest point and have a clear shot, your arrows ignore the target’s armor completely.

☐ Observant

When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the Discern Realities list for free.

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ Lockpicks
- ◆ Leather armor (+1 armor)
- ◆ A shortsword
- ◆ Your poison (3 uses) ○○○○

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

☐ **Throwing Darts (2 ammo)**
Mark this if you've chosen the "Life of Crime" Background.

☐ **The Epoch Lens**
Mark this if you've chosen the "Treasure Hunter" Background. A device from a forgotten age. Looking at an object through the lens reveals visions of who made it and where it came from.

☐ **Adventuring Gear (5 uses)** ○○○○○
Mark this if you've chosen the "Trickster" Background. Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.
Intelligence (INT) Recall facts, use magic, quick thinking.
Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.
Constitution (CON) Withstand poison, defend others, toughen things out.
Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.
Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

THIEF

You're the sneakiest member of your party. Your allies will count on you to deal with the dangerous traps and locks that bar your path. While you may not be strong in a face-to-face fight, if you get the drop on a foe you can Backstab them and do some serious damage.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____
Examples: Herova, Dominic, Mo, Kiernan, Lila, Scars Riley, Bones, Mad-Eye Greedy, Psycho Sal

Look: _____
Examples: Shifty Eyes, Messy Hair, Dark Clothes, Knobby Body, Honest Face, Inscrutable Features, Human, Elf, Dwarf, Halfling, Gnome, Orc

A personal goal (and why): _____

Examples: treasure, revenge, escape, tracking, an assassination, information gathering

A memory that made you YOU: _____

Examples: An old partner, a botched heist, a murder, an elusive legend, a loved one

Knowledge of the area: _____

Examples: What reliable contact resides here? What criminal operation holds sway here? What is the most valuable thing here?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

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?

Backgrounds

☐ Life of Crime

+2 DEX, +1 STR

You start with **throwing darts**. (2 ammo).

You’ve lead what is easily described as a “colorful” life. You’re also very well connected to the criminal underworld. **When you ask your connections about something you want or need**, roll+CHA.

On a 10+, someone has it, just for you.

On a 7-9, you’ll have to settle for something close or it comes with strings attached, your call.

☐ Treasure Hunter

+2 DEX, +1 WIS

You start with **the Epoch Lens**.

You fancy yourself a delver of lost treasure. Usually, you come up empty-handed. But those other times (rare as they might be) make it all worthwhile. **When you use Trap Expert** you always get +1 hold, even on a 6-. Additionally, **when you Discern Realities**, no matter the outcome, you may also ask, “Is there treasure here that I don’t know about?”

☐ Trickster

+2 DEX, +1 CHA

You start with **adventuring gear (5 uses)**.

You’ve got a silver tongue and a reputation for bending the rules and causing mischief. **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.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

- (Choose one)
- ☐ Stand up to a bully or tyrant
 - ☐ Forego comfort or advantage to do the right thing
 - ☐ Cause trouble for your allies by taking an unnecessary risk
 - ☐ Put someone in their place for disrespecting you
 - ☐ Get someone to act on false information

Stats

Hit Points /18

Lose HP when you take damage. If this reaches 0, you are dying! See “Last Breath” from the Basic & Adventuring Moves insert.

Armor

Subtract your armor from any damage you take.

Damage 1d8

Bonus Damage

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA
☐ Weakened -1 ONGOING STR & DEX	☐ Dazed -1 ONGOING INT & WIS	☐ Miserable -1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

- ☐☐☐☐
- ◆ Spend 1 XP to reroll a single die.
 - ◆ Spend 4 XP to earn an **Advance**. (see the “Advances” section for more details)

Class Moves

See the “Basic & Adventuring moves” insert for universal moves.

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.

Backstab

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. On a 10+ choose two. On a 7-9 choose one.

- ◆ You don’t get into melee with them
- ◆ Your attack deals +1d6 additional damage
- ◆ You create an advantage, granting +1 Forward to you or an ally acting on it
- ◆ Reduce their armor by 1 until they repair it

Poisoner

You’ve mastered the care and use of a poison. Choose a poison from the list below; that poison is not dangerous for you to use, and when you have time, material, and safety to brew, you can make more of it. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target; they can even be used on the blade of a weapon.

- ☐ **Oil of Tagit** (applied): the target falls into a light sleep
- ☐ **Bloodweed** (touch): the target deals -1d4 damage ongoing until cured
- ☐ **Goldenroot** (applied): the target treats the next creature they see as a trusted ally, until proven otherwise.
- ☐ **Serpent’s Tears** (touch): Anyone dealing damage to the target rolls twice and takes the better result.

Advances

When you use XP to gain an Advance, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

☐ Cheap Shot

When you deal damage with Backstab, deal an additional +1d6 damage.

☐ Envenom

You can apply even complex poisons with a pinprick. **When you apply a poison that’s not dangerous for you to use to your weapon**, it is delivered by touch instead of applied.

☐ Shoot First

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

☐ Underdog

When you’re outnumbered, you have +1 armor.

☐ Escape Route

When you’re in too deep and need a way out, name your escape route and roll+DEX.

- ◆ On a 10+ you’re gone.
- ◆ On a 7-9 you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

☐ Evasion

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.

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ A spellbook (describe it)
- ◆ Healing Potion
When you drink it, heal 10 HP or remove one debility, your choice.
- ◆ A staff

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

- ☐ Bag of Books (5 uses) ○○○○○

Mark this if you've chosen the "Antiquarian" Background.
When you Spout Lore and consult one of your books, mark off a use and take +1 to your roll.

- ☐ Tricky Rope

Mark this if you've chosen the "Fae Foundling" Background.
A rope that listens, and (usually) does what it's told. Tell it "Coil" or "Slack" or "Come here, rope" and it will.

- ☐ Your Patron's Token

Mark this if you've chosen the "Pact" Background.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.
Intelligence (INT) Recall facts, use magic, quick thinking.
Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.
Constitution (CON) Withstand poison, defend others, toughen things out.
Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.
Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

WIZARD

You're a master of the arcane. Although you may be weak in hand-to-hand combat, your spells and knowledge will make you a match for almost any danger. With a Ritual, you can accomplish nearly anything, though you may need some help to achieve your goals. Read the Spout Lore move from the Basic & Adventuring Moves insert. It can be quite useful!

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Ebsorin, Plumanaxus, Ildra, Izohra, Jil'Un, Steburis, An alliterative name, an alien name, a pun

Look: _____

Examples: Haunted Eyes, Pointed Hat, Strange Robes, Thin Body, Sparkly Skin, Charmed Smile, Human, Elf, Dwarf, Halfling, Gnome, Orc

A personal goal (and why): _____

Examples: learning, fulfilling a ritual, a mystical pact, a special ingredient, a dream

A memory that made you YOU: _____

Examples: A dire omen, missed opportunities, a master, a hazy vision

Knowledge of the area: _____

Examples: What unique relic exists here? How do the locals view your magic? What arcane secret endangers this area?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Whose destiny have I foreseen?

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

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?

Backgrounds

(Choose one)

Antiquarian

+2 INT, +1 WIS

You start with a **bag of books** (5 uses).

You are self-taught but untried, learning magic from a few ancient tomes. Around here, you're the local know-it-all, or perhaps their assistant.

When you Cast A Spell, prepare one additional spell from your spellbook.

Fae Foundling

+2 INT, +1 DEX

You start with a **Tricksy Rope**.

You were found as an infant; someone was kind enough to raise you as their own. You display a natural gift with magic. You do not need to Cast A Spell to ask the GM what here is magical; you can just ask them whenever you like, without rolling.

Pact

+2 INT, +1 CHA

You start with **your patron's token** (describe it).

You learned magic by swearing allegiance to someone—or something—else. Who are they? What do you owe them? You can break the token of your patron's favor at any time to summon your patron to you and demand a favor. It'll tell you what it wants in return.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- ☐ Cause trouble by touching, opening, or tinkering with something
- ☐ Set up a ploy and then take advantage of it
- ☐ Alienate an NPC with your strange behavior
- ☐ Deflect or evade an inquiry into your doings
- ☐ Use magic to cause terror and fear.

Stats



Hit Points _____ /16

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.



Armor _____

Subtract your armor from any damage you take.



Damage _____ 1d4

Bonus Damage _____

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR

INT

CON

DEX

WIS

CHA

☐ Weakened

-1 ONGOING STR & DEX

☐ Dazed

-1 ONGOING INT & WIS

☐ Miserable

-1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive

- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

Spellbook

When you spend some uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- ◆ Remove any penalties to Cast A Spell.
- ◆ Lose any spells you already have prepared, and prepare up to 5 spells from your spellbook.

If your spellbook is ever stolen, you cannot memorize spells until you get it back!

Your spellbook contains the following spells:

- ☐ **Light**: You conjure a magical light that will follow you around, as long as you wish.
- ☐ **Detect Magic**: The GM will tell you what here is magical, and what its effects might be.
- ☐ **Invisibility**: You or an ally you touch becomes invisible, until they make an attack or you cast another spell.
- ☐ **Magic Missile**: Bolts of pure magic spring from your fingers; deal 2d4 damage to one target.
- ☐ **Charm Person**: The person you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.
- ☐ **Contact Spirits**: You contact a spirit; it appears before you and is bound to answer any question.
- ☐ **Telepathy**: You form a psychic link to a person you can touch; you share their senses and thoughts.
- ☐ **Sleep**: Your INT in creatures you can see fall asleep. They still awaken as normal: loud noises, jolts, pain.

Cast A Spell

When you cast a magical spell, roll+INT. On a hit, the spell is cast successfully. On a 7-9, choose one:

- ◆ The spell disturbs the fabric of reality as it is cast; take -1 Ongoing to Cast A Spell until the next time you prepare spells. This penalty is cumulative.
- ◆ After it is cast, the spell is temporarily forgotten.
- ◆ You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

Ritual

When you perform a ritual in order to create a magical effect, tell the GM what you're trying to achieve. You can accomplish just about anything, but the GM will give you 1-4 of the following conditions:

- ◆ It will take __ time to do it.
- ◆ You must draw on a place of power.
- ◆ First you must _____
- ◆ You'll need help from _____
- ◆ It will require a lot of __
- ◆ The best you can do is a lesser, unreliable or limited version
- ◆ You and your allies will risk danger from _____
- ◆ You'll have to sacrifice _____ to do it
- ◆ You'll have to disenchant __ to do it

Advances

When you use XP to gain an Advance, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

Archmage

The maximum number of spells you are able to memorize increases by 1. This advance may be chosen more than once.

Logical

When you use strict deduction to analyze your surroundings, you can Discern Realities with INT instead of WIS.

Arcane Ward

As long as you have at least 2 spells prepared, you have 2 Armor.

Enhanced Spellbook

Choose a spell from below to add to your spellbook.

- ☐ **Mimic**: Touch someone; you take on their exact appearance until you dismiss this spell or take damage. While ongoing, you cannot use magic.
- ☐ **Dispel Magic**: Choose a spell or magical effect nearby; it is dispelled or suppressed (the GM will say which).
- ☐ **Fireball**: Deal 2d6 damage (ignores armor) to one target and everything near it.

Basic Moves

Occasionally your character’s actions will trigger a move (such as Hack & Slash); typically this will require a roll of 2 6-sided die plus one of your ability scores. A **10+** is a success; a **7-9** is a partial success; you do it, but there’s a cost, compromise, harm, etc. A **6-** is a miss; things don’t go well and the risk turns out badly.

Hack & Slash

When attacking an enemy in melee, roll+STR.

On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy’s attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

Volley

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- ◆ You have to move to get the shot, placing you in danger of the GM’s choice.
- ◆ You have to take what you can get: -1d6 damage.
- ◆ You have to take several shots, reducing your ammo by one.

Defy Danger

When you act despite an imminent threat, or suffer a calamity, say what you do 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 senses or fortitude.
- ... +CHA to use charm, subterfuge, grace.

On a 10+, you do what you set out to do and the threat doesn’t come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

Spout Lore

When you consult your accumulated knowledge about something, roll+INT.

On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting - it’s on you to make it useful. The GM might also ask you “How do you know this?” Tell them the truth, now.

Aid or Interfere

When you help or hinder someone, say how you do so and roll with that stat. On a hit, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

Defend

When you stand in defense of a person, item, or location under attack, roll+CON.

On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option.

- ◆ Redirect an attack from the thing you defend to yourself.
- ◆ Halve the attack’s effect or damage.
- ◆ Open up the attacker to an ally, giving that ally +1 Forward against them.
- ◆ Deal your STR in damage (plus any weapon or ability bonuses).

Parley

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

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. Take +1 Forward when acting 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’s really in control here?
- ◆ What here is not as it appears?

Adventuring Moves

SETTLE IN

When you settle in to rest, decide on a watch order with your allies. Then, answer the following:

- ◆ 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 any “yes” answer, mark 1 XP. Finally, when you wake after a good night’s sleep, heal an amount of HP equal to half of your maximum.

Recover

When you do nothing but rest in comfort and safety...

- ◆ After a day of rest you recover all your HP.
- ◆ After three days of rest you remove one debility of your choice.
- ◆ If you’re under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

SUPPLY

When you go to buy an item, equipment or weapon, roll+CHA. On a 10+, you find what you’re looking for and can easily afford it. On a 7-9, you’ll have to pay more or settle for something that’s not exactly what you wanted, but close. The GM will tell you what your options are.

LAST BREATH

When you’re dying, you catch a glimpse of what lies beyond the Black Gates of Death’s Kingdom (the GM will describe it). Then roll+nothing.

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When you stand in defense of a person, item, or location under attack, roll+CON.

On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option.

- ◆ Redirect an attack from the thing you defend to yourself.
- ◆ Halve the attack’s effect or damage.
- ◆ Open up the attacker to an ally, giving that ally +1 Forward against them.
- ◆ Deal your STR in damage (plus any weapon or ability bonuses).

Parley

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

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. Take +1 Forward when acting 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’s really in control here?
- ◆ What here is not as it appears?

Adventuring Moves

SETTLE IN

When you settle in to rest, decide on a watch order with your allies. Then, answer the following:

- ◆ 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 any “yes” answer, mark 1 XP. Finally, when you wake after a good night’s sleep, heal an amount of HP equal to half of your maximum.

Recover

When you do nothing but rest in comfort and safety...

- ◆ After a day of rest you recover all your HP.
- ◆ After three days of rest you remove one debility of your choice.
- ◆ If you’re under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

SUPPLY

When you go to buy an item, equipment or weapon, roll+CHA. On a 10+, you find what you’re looking for and can easily afford it. On a 7-9, you’ll have to pay more or settle for something that’s not exactly what you wanted, but close. The GM will tell you what your options are.

LAST BREATH

When you’re dying, you catch a glimpse of what lies beyond the Black Gates of Death’s Kingdom (the GM will describe it). Then roll+nothing.

- ◆ On a 10+, you’ve cheated Death—you’re in a bad spot but you’re still alive.
- ◆ On a 7-9, Death himself will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you.
- ◆ On 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.

VENTURE OUT

When you venture out into perilous or unfamiliar territory, select a character to act as guide. Then, indicate the route you’d like to take and, if appropriate, a destination. Then, the guide rolls+WIS. On a 10+ you arrive just fine, and they describe the most memorable part of the journey. On a 7-9, you survive the journey, but choose two:

- ◆ Someone or something has followed you to your destination, ask the GM what it is.
- ◆ Roll 1d4+1; the party as a whole must discard that many uses of equipment or pieces or gear. For each piece discarded, ask that player how it got lost or used up.
- ◆ It’s been a slog. it took longer than you expected and you’re all minus 1 ongoing until you Settle In.

On a miss, your trip is interrupted part way by a danger, crisis, or hazard. Ask the GM to tell you what it is.

TAKE WATCH

When you’re on watch and something approaches the camp, roll+WIS. On a 10+, you’re able to wake the camp and prepare a response, everyone in the camp takes +1 Forward. On a 7-9, you react just a moment too late; your companions in camp are awake but haven’t had time to prepare. They have weapons and armor but little else. On a miss, whatever lurks outside the campfire’s light has the drop on you.