



Name

Human: Ryonal, Sythnic, Trevor, Richard.
Dwarf: Clumbs, Rugard, Foltark.

LEVEL

XP

Look

CLOTHES: Battle Dress, Traveling Clothes, Bare chested

EYES: Strong, Barbaric, Kingly

HAIR: Red Hair, Hooded, White Hair

Armor



Hit Points



Max (10+Constitution) Current

Damage



ALIGNMENT



Good

Slay a creature of the night



Neutral

Learn about a new monster or threat

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ has fought by my side before, and I owe them one.

_____ is watched by the darkness, I must protect them.

_____ would make a great ally against the darkness

Strength



STR

Dexterity



DEX

Constitution



CON

Intelligence



INT

Wisdom



WIS

Charisma



CHA

STARTING MOVES



Tools of the Trade

When you reach into your equipment to find the right tool for the job, roll+INT. *On a 10+, Gain 3 Hold to spend on any of the below equipment. *On a 7-9, Gain 1 Hold to spend on any of the below equipment *On a 6 or less, Gain 1 Hold, but something will go wrong with your equipment. The GM will tell you what.

- Throwing Dagger - Flies true, buying you a moment while the target deals with it
- Throwing Axe - Sails high in the air, over cover and shields
- Invisibility Potion - When drunk, grants momentary invisibility
- Holy Water - Shatters on the ground, setting fire to any creatures of the dark in the area.
- Boomerang - Throw a large spinning boomerang that sweeps the room, tripping and catching foes off guard



Whip Move

When you use your whip to cross a gap or get somewhere quickly, roll +DEX. *On a 10+, you're there in an instant, no problem. *On a 7-9, you're there, but choose one:

- A threat is waiting for you!
- You can't get back the same way!
- Your landing is precarious, and you take a tumble!



The Power of the Curse

As long as you are fighting a monster you have sworn to slay, you gain +1 armor

COIN

GEAR

Max Load (8+STR) Current

You carry **something**.

Dungeon Rations (5 uses, ration, 1 weight)

Adventuring Gear (5 uses, 1 weight)

Your Whip (Precise, 1 weight)

Choose your defenses:

☐ **Inherited Knights Armor** (2 armor, 2 weight, clumsy)

☐ **Buckler Shield** (1 armor, 1 weight) AND
Battle-skirt (1 armor, 1 weight)

Choose one:

☐ **2 Healing potions** (1 weight)

☐ **An old Jewel**

☐ **The Family Crest**

ADVANCED MOVES

When you gain a level between 2-10, select a move from below

☐ Ancient Weapon

Your whip has been passed down from generation to generation. When you face a foe that has felt its sting before, deal +1d4 damage

☐ Empowered Tools

You learn how to build new equipment, add the following to your equipment:

- **Fire Whip** – Your whip is coated in a magical fire for a short time
- **Watch** – Time seems to slow for a moment, only for you

☐ Knowledge of the Dark

When you spout lore on a creature of darkness, you reveal one weakness about the monster in question.

☐ Enough talk...

When you prepare to storm the lair of a creature of darkness, describe one of their signature deathtraps or minions. Take +1 forward against dealing with them

☐ Improved Whip

You spend some time enhancing your whip. Add one of the following tags to your whip; Messy, 1 Piercing, Reach, Forceful

☐ Whip Tricks

When you use your whip to trip or disarm an enemy, roll +DEX. On a 10+, choose 2 On a 7-9, choose 1. On a miss, choose 1, but you've put yourself in a tight spot, the GM will tell you how.

- You trip them, sending them to the floor
- You pull whatever they're holding out of their hands
- You clear the area, scattering nearby foes
- An ally takes +1 Forward against the foe

☐ A Miserable Pile of Truths

When another player comes to you for advice on hunting monsters and beasts, tell them what you know. If they act upon your advice, they gain +1 forward and you mark XP

☐ Counter Attack

When you are knocked back, or to the ground, you steel yourself and grip your weapon. Gain +1 forward to your comeback.

☐ Stout Ally

You gain a hireling that fights with you in your battle against the forces of darkness. Describe them. They are functionally a Keep Level Hireling, stat them as such

☐ Die Monster!

When you call out to a monster and declare your quest to vanquish evil, you enter one-on-one combat with them. Gain +1d4 damage against that target, and -4 against any other targets. The foe will not break from attacking you until one of you falls.

☐ Speed Kills

When you perform a highly challenging acrobatic move, you momentarily stun the nearest foe you land beside as you surprise them with your feat.

When you gain a level from 6-10, you may choose from these moves.

☐ Legendary Weapon

Replaces: Ancient Weapon

Your whips sting has been felt throughout time. When facing a foe who has heard of your legend, deal +1d8 damage

☐ Greater Empowered Equipment

Requires: Empowered Equipment

You learn how to build new equipment, add the following to your equipment:

- **Javelin** – A large spear that can be throw through two targets or cover and pins the first foe hit
- **Sacred Gauntlets** – Fly at your foe with great speed and deliver a furious sequence of blows in an instant, skip defy danger to get there.
- **Grenade** – A small sphere that explodes when thrown., knocking anyone in range to the ground and deafening them for a moment

☐ Enhanced Whip

Replaces: Improved Whip

You bind magic and elements to the metal and leather of your whip. Add one of the following elements to your whip: Fire, Lightning, Ice, Earth, Water, Wind, Light

☐ The True Power of the Curse

Replaces: Power of the Curse

As long as you are fighting a monster you have sworn to slay, you gain +2 Armor

☐ Deadly Luck

There is always a convenient chandelier to whip to, enough handholds to climb or wall hanging to slide down. Whenever you make a **Defy Danger** +DEX roll, you may describe a convenient part of the building, room or scene

☐ You don't belong in this world!

Replaces: Die Monster!

When you call out to a monster and declare your quest to vanquish evil, you pull them and any minions nearby into one-on-one combat. Gain +1d6 damage against the target. They cannot break from your melee unless you allow it.

