

NAME

Human: Arthur, Blacwick, Gilder, Gwenivere, Lynndis, Meryl, Troy, Vyse, Z
Elf: Celeste, Garinith, Gilderoy, Nyhopyri, Tahnea, Tetra, Tome, Valens

LOOK

Confident Eyes, Bright Eyes, or Always Closed Eyes
 Fashionable Hat, Flowing Hair, or Magnificent Beard
 Ornate Clothes, Functional Clothes, or Flowing Clothes
 Muscled Body, Stoic Body, or Toned Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT

- ☐ **GOOD**
 Put yourself at risk for the sake of a friend or lover.
- ☐ **NEUTRAL**
 Go out of your way to show off your skills.
- ☐ **CHAOTIC**
 Dethrone or destabilize a person in power.

STARTING MOVES

A LOVER IN EVERY PORT (CHA)

When you enter a town that you've been to before (your call), roll +CHA. On a 10+, there's an old flame of yours who is willing to assist you somehow. On a 7-9, they're willing to help you, for a price. On a miss, your romantic misadventures make life more complicated for the party.

DARING DEVIL (DEX)

When you laugh confidently before performing a crazy acrobatic feat, describe it and roll +DEX. On a 10+, choose three. On a 7-9, choose two:

- You end up exactly where you want to be
- You don't attract unwanted attention
- You grab someone nearby and bring them along with you
- You show off and feel fantastic about it - take +1 forward

PARRY (DEX)

When you parry an enemy's attack with your blade, roll+DEX. On a 10+, choose 2. On a 7-9, choose 1:

- You take no damage.
- You deal damage equal to your level to your opponent.
- You lock blades with them, keeping their full attention.

PLAN OF ACTION

There is always a chandelier, rope, window, cart, easily-spooked herd of livestock, or similar unusual environmental hazard handy in any situation in which it would be convenient for you and remotely plausible.

TRUE LOVE AND HIGH ADVENTURE

When you attempt to enact a daring plan OR defend the honor of a friend or lover, gain 3 hold. You can spend 1-hold to take +1 to any Parry, Defy Danger, or Daring Devil roll made to advance your daring plan or defend their honor. You lose all of this hold after successfully defending their honor or finishing your plan.

RACE

- ☐ **HUMAN**
 You are especially resourceful. When you use Plan of Action, take +1 to any roll made to make use of hazards created by the move.
- ☐ **ELF**
 Your blades dance around your enemies' defenses with ease. When you deal damage using Parry, ignore armor.

BONDS

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

- _____ realizes just how great I am.
- _____ is someone I can rely on to make me look good.
- _____ needs to work on their appearance.
- _____ needs education on this heroing business, and I will provide it whether they want it or not.



THE DASHING HERO

LEVEL _____
 XP _____

GEAR

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight), a dueling rapier (close, precise, 1 weight), and shining armor (1 armor, 1 weight).

Choose your backup weapon:

- ☐ Hidden stiletto (hand, 1 weight), which is never found when you are searched
- ☐ Throwing daggers (hand, near, 1 weight), 3 ammo
- ☐ Parrying gauntlet (hand, +1 armor, 2 weight)

Choose two:

- ☐ Adventuring gear (5 uses, 1 weight) and a map
- ☐ Bandages (3 uses, 0 weight) and 9 coin
- ☐ A noble steed, describe it

ADVANCED MOVES

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

☐ **ANYTHING YOU CAN DO...**

You are a quick student, and a bit of a showboat. **When you Make Camp**, choose one move another player knows and gain hold equal to the number of bonds you have with that player. You can spend 1-hold to use that move.

When you Make Camp, lose any remaining hold from this move.

☐ **DRAW YOUR BLADE**

When your honor is insulted and you demand a duel, your opponent cannot decline. They may propose conditions and ask to use a substitute, but they cannot decline.

☐ **FAMOUS**

All but the most under-a-rock hermit have heard of you and your deeds.

When dealing with an NPC who respects you, you can offer your autograph as leverage for Parley. **When you also give them something valuable from your adventures (a weapon you've used, a noteworthy treasure you've found, or a memento of a past love or victory)**, they will do anything you ask of them without question or needing to roll Parley.

☐ **HERO OF THE PEOPLE**

When you aid a person in need, gain 1-karma. You can spend 1-karma at any time to gain leverage against anyone related to someone you've helped. You may also spend 1-karma to snub a person in need without them thinking any less of you.

☐ **IN THE NICK OF TIME**

When you need to get somewhere quickly, roll +DEX. **On a 10+**, you get where you need to be the moment before you need to be there. **On a 7-9**, that, and you draw unwanted attention on your way there.

☐ **JUST WHAT I NEEDED**

When you are looting for supplies, you will always find 1-use of bandages, adventuring gear, weaponry, ammo, or any other basic equipment you need, if it would be remotely plausible.

☐ **MULTICLASS DABBLER**

Gain one move from any playbook. Choose the move as if you were one level lower.

☐ **NOW I HAVE THE UPPER HAND**

Add the following options to Parry:

- Disarm your opponent, sending their weapon flying across the room.
- Steal a visible item off of their person. They don't notice it's gone until you inevitably flaunt the fact you have it.

☐ **OLD ENEMIES**

When you meet an enemy you've met before (your call), tell the GM of your last encounter with them. The GM will tell you how they've changed since then. **When you come across a marked grave**, tell the GM who they were and how you knew them.

☐ **RETURNING HERO**

When you spend the night in any town you've saved in the past, you don't need to spend any money to use the Carouse move. Take +CHA to Carouse.

☐ **WORLDLY**

Gain one move from a playbook no one else is currently using.

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

☐ **A KNIGHT IN SHINING ARMOR APPEARS**

When you dramatically appear in the middle of a tense situation, deliver a quick speech and roll +CHA. **On a 10+**, all three. **On a 7-9**, choose two:

- You defuse or intensify the situation, your choice
- You draw attention away from any number of your allies
- Your speech isn't interrupted, by word or violence

☐ **BRAVE SIR ROBIN**

You have a personal minstrel who follows you everywhere and sings your praises. **When they sing you a song to prepare you for battle**, you and your allies take +1 forward. **Should your minstrel ever die**, a new one shows up at the first reasonable opportunity.

☐ **...I CAN DO BETTER**

Replaces: Anything You Can Do...

Your skill is beyond compare. **When you Make Camp**, choose one move another player knows, and gain hold equal to the number of bonds you have with that player. You can use that move until the next time you Make Camp. **When you use the chosen move**, you can spend 1-hold to take +1 to your roll. **When you Make Camp**, lose any remaining hold from this move.

☐ **JUST A FLESH WOUND**

When you take a truly grievous wound, roll +CON. **On a 10+**, choose two. **On a 7-9**, choose one:

- Take +1 forward against the cause of your injury
- Take +2 forward to a stat you have a debility in
- Take half damage

☐ **LOYAL FANS**

Requires: Famous

When you speak to a group of your fans, roll +CHA. **On a 10+**, hold 3. **On a 7-9**, hold 1. **On a miss**, they give you the paparazzi treatment. Spend your hold 1-for-1 on the following:

- bring people forward and deliver them to you.
- bring forward all their precious things.
- unite and fight for you.
- fall into a frenzy of emotion: joy, sorrow, or rage, as you choose.
- go quietly back to their lives.

☐ **MASTER SWORDSMAN**

Requires: Now I Have The Upper Hand

Your swordsmanship is unparalleled. **When you roll a 12+ on Parry**, choose 4 options from the list. **On a 10-11**, choose 3 options; **on a 7-9**, choose 2.

☐ **MULTICLASS INITIATE**

Requires: Multiclass Dabbler

Gain one move from any playbook. Choose the move as if you were one level lower.

☐ **OTHERWORLDLY**

Requires: Worldly

Gain one move from a playbook no one else is currently using.

☐ **THRILL OF DANGER**

When an enemy gets the drop on you or you enact an excessively reckless plan, take +1 to Defy Danger.