

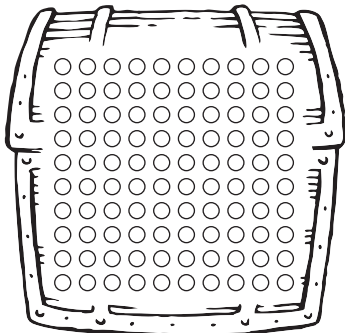
LEVEL FIGHTER

SILVER IN HAND



SILVER IN STASH

(1 circle = 100sp = 1XP)



GEAR

SHOULDER BURDEN

When you *carry more weight than your Capacity but equal to or less than twice your Capacity*, you suffer -1 on-going until you lighten your load. When you *carry more weight than twice your Capacity*, you are *slow* and *clumsy*.

CAPACITY

STR +IO	WEIGHT CARRIED
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NOTES

EXPERIENCE POINTS (XP)

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NAME

APPEARANCE

HERITAGE

ALIGNMENT

TRAITS & TAGS

ARMOR HIT DIE



HIT POINTS

MAX	CURRENT
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ABILITY SCORES

STRENGTH

MAX	CURRENT	MODIFIER
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CONSTITUTION

MAX	CURRENT	MODIFIER
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DEXTERITY

MAX	CURRENT	MODIFIER
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INTELLIGENCE

MAX	CURRENT	MODIFIER
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WISDOM

MAX	CURRENT	MODIFIER
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CHARISMA

MAX	CURRENT	MODIFIER
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LUCK

MAX	CURRENT	MODIFIER
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ABILITY SCORE MODIFIERS

SCORE	MODIFIER	SCORE	MODIFIER
3	-3	13-15	+1
4-5	-2	16-17	+2
6-8	-1	18	+3
9-12	0		

FIGHTER MOVES

You start with all of these.

☒ ☐ ☐ FAVOR WEAPON

You've spent years training with a particular instrument of the warrior's art, until it has become an extension of your being. Each time you take this move, choose 1 specific type of weapon (longsword, spear, great axe, throwing knife, longbow, etc.) with which you are intimately familiar, and write it below. These are your **avored weapons**.

◆ _____ ◆ _____ ◆ _____

Mettle represents the focus and discipline required to face down your foes in mortal combat. Your maximum mettle is equal to your current level +1. When you *take a moment to catch your breath and focus your thoughts*, reset your mettle to its maximum.

When you *make any move with a favored weapon*, before you roll you may spend 1 mettle to take +1 to that roll.

REVEL IN BATTLE

When you *Fight or Shoot or Throw and roll a 10+*, you may spend mettle to add 1 or more of the following effects to the move result, at a cost of 1 mettle per effect:

- ◆ **Strike hard**: increase damage dealt by +STR in this instance
- ◆ **Strike true**: ignore +DEX worth of your target's armor in this instance
- ◆ **Gain momentum**: take +1 forward against your next target
- ◆ **Coordinate**: grant an ally of your choosing +1 forward against your target
- ◆ **Handicap**: inflict a condition—*stunned*, *hindered*, etc.—of your choice on your foe (subject to Judge approval), with a Duration of +INT (minimum 1)

When you *Fight or Shoot or Throw and roll a 12+*, you regain 1 mettle in addition to all other effects.

BEND BARS, LIFT GATES

When you *use pure strength to destroy or remove an inanimate obstacle*, burn 1 Strength and roll +STR: **on a 10+**, choose 3 from the list below; **on a 7-9**, choose 2; **on a 6-**, mark XP and choose 1.

- ◆ It doesn't take a long time
- ◆ Nothing of value is damaged in the process
- ◆ You don't attract unwanted attention
- ◆ You can fix the thing again without much effort

NO GUTS, NO GLORY

When you *charge into battle against overwhelming odds*, burn 1 Wisdom and roll +WIS: **on a 10+**, choose 3 from the list below; **on a 7-9**, choose 2; **on a 6-**, mark XP and choose 1.

- ◆ You have +1 Armor until you're incapacitated
- ◆ The opposition is interested only in you until you're incapacitated, or until a greater threat presents itself (whichever comes first)
- ◆ You take +1 ongoing until you suffer damage
- ◆ All allies witness to your courage/foolhardiness take +1 forward

MAX	CURRENT

METTLE

ADVANCED MOVES

Choose 1 of these at level 3, 5, 7, and 9.

☐ DEFLECT BLOWS

When you *wield a favored or mastered melee weapon and roll a 7-9 to Fight*, instead of dealing your damage you may spend 1 mettle to subtract your damage roll from your foe's. You suffer any remaining damage, and your foe suffers no damage.

☐ INTIMIDATE

When you *Negotiate using threat of violence*, roll +STR instead of +CHA.

☐ MASTER WEAPON

When you take this move, choose one of your favored weapons to master and circle it.

When you *make any move with your mastered weapon*, before you roll you may spend 2 mettle to take +2 to that roll.

☐ MYRMIDON

When you *follow someone else's orders to commit violence*, you may burn 1 Wisdom to take +1 ongoing while acting on those orders.

☐ SCOUNDREL [min. DEX +1 and level 5; must be *Neutral*, *Chaotic*, or *Evil*]

If you *have committed a duplicitous act knowing that it would harm an innocent person*, you may begin multiclassing as a Thief, and add Thief Moves to this playbook.

☐ SECOND SKIN

When you *wear armor*, you have +1 armor and ignore the armor's *awkward* tag (if any).

☐ SHILDBEARER

When you *use a shield to block damage*, you may spend 1 mettle to make your shield worth 1d6 armor for this attack. If damage from this attack exceeds your total armor, you take that excess damage and your shield is destroyed.

☐ SHOUT ORDERS

When you *bark commands in the heat of battle*, roll +CHA: **on a 10+**, all allies take +1 ongoing to act on those orders until the battle is over or you give new orders, whichever comes first; **on a 7-9**, all allies who obey take +1 forward.

☐ SMASH

When you *Revel in Battle and strike hard*, you may burn 1 Strength to permanently reduce your target's armor by 1d4, in addition to the usual effect.

☐ TEMPLAR [min. CHA +1 and level 5; must be *Good*, *Lawful*, or *Evil*]

If you *have sworn to devote your life to a specific deity*, you may begin multiclassing as a Cleric, and add Cleric Moves to this playbook.

☐ TIRELESS

When you heal Strength or Constitution, you heal twice as much as normal.

☐ VENGEFUL SOUL

When you suffer *physical or emotional harm*, you may burn 1 Wisdom to take +1 ongoing against the source of that harm until it is destroyed.

☐ VETERAN

Your maximum mettle is equal to your current level +2.