

Names

Human: Yang, Garm, Caleb, Maximillian, Alexander, La Croix, Rodriguez, Scyld

Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian

Look

Choose one for each:

Fiery eyes, Cold Eyes, or Weary Eyes

Cropped Hair, Flowing Hair, or Hooded Head

Aristocratic Clothes, Threadbare Clothes, Training Clothes

Muscular Body, Lithe Body, Scarred Body

Stats

Your maximum hp is 8+constitution.

Your base damage is d6.

Racial Moves

Human: Your fighting style is showy and impressive. Gain +1 forward to parley with anyone who has seen you fight.

Elf: Gain +1 to spout lore on anything related to warfare.

Basic Moves

Arcane Bladework

When you attempt to incorporate magic into a melee attack, roll +int. On a 10+, deal your damage and apply 1 technique. On a 7-9, deal your damage and apply 1 technique, and your opponent attacks you.

Student of the Blade

Begin play with 4 techniques.

Throw Down The Gauntlet

When you challenge someone to a duel, roll +cha. On a 10+, they choose 2 if they do not accept. On a 7-9, they choose 1 if they do not accept.

- You take +1 ongoing against them until they defeat you
- They lose the respect of their peers and underlings
- They retreat

The Riddle of Steel

When you cross swords with a humanoid opponent, gain +1 forward to discern realities about them. In addition, you may add the following to the list of questions you can ask:

- What is this person about to do?
- What emotion drives this person?
- What is this person trying to hide?

Alignment

Choose an alignment:

Good: Slay a menace to the innocent.

Lawful: Duel a worthy opponent.

Evil: Pick a fight with somebody weaker than you.

Gear

Your load is 9+Str. You have dungeon rations (5 uses, 1 weight). You also carry some proof of your mastery, describe it (0 weight).

One of:

- Bastard Sword (+1 damage, two-handed, close, 2 weight)
- Rapier (precise, close, 2 weight)
- Dagger (hand, 1 weight) and Parrying Dagger (hand, +1 armor, 1 weight)

One of:

- Noble's silks (1 weight) and 10 coins
- Duelist's leathers (1 armor, worn, 1 weight)

One of:

- Adventuring Gear (1 weight)
- Bandages (3 uses, 0 weight)
- Healing Potion (0 weight)

Bonds

_____ broke up a fight I was involved in. I was probably going to lose, but they don't need to know that part.

_____ and I are regular training partners.

I may have killed a relative of _____ at some point in the past.

_____ seems like they would fold at the first sign of trouble, I don't trust them.

Advanced Moves (2-5)

Armored

Ignore the clumsy tag on any armor you wear.

Wind Slash

When you attack at near range with blades of cutting air, roll +int. On a 10+, deal your damage and apply one technique. On a 7-9, deal your damage, apply one technique, and choose one of the following:

- You have to move to get a clear shot, placing you in danger.
- Do not deal your damage.
- Do not apply any techniques.

To The Death

You have +1 armor against any opponent that you have challenged to a duel.

Floating Step

When you get a 10+ with arcane bladework, take +1 forward to any defy danger rolls to navigate the battlefield.

Know Your Enemy

When you re-encounter somebody who has wronged you, roll +int. On a 10+, choose 2. On a 7-9, choose 1:

- Taunt your rival into revealing something they did not mean to.
- Take +1 forward against your rival.
- Gain a key insight into your rival's fighting style.

Flawless Bladework

replaces: Arcane Bladework

When you attempt to incorporate magic into a melee attack, roll +int. On a 10+, deal your damage and apply 2 of your techniques. On a 7-9, deal your damage and apply 1 techniques, and your opponent attacks you.

Intense Training

Gain 3 techniques

Showoff

When you attempt to wow an audience with a display of your power, roll +int. On a 10+, choose 2. On a 7-9, choose 1.

- You have their full and complete attention.
- The crowd does not keep their attention on you and demand an encore after you're done.
- The performance does not fatigue you, causing -1 ongoing to all rolls to use techniques until you have a chance to rest.

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Advanced Moves (6-10)

Blade Artist

Gain an additional three techniques.

Two Men Enter, One Man Leaves

Replaces: To The Death

You have +1 armor. Against any opponent that you have challenged to a duel (whether they declined or accepted), you have +2 armor instead.

Master's Bladework

Replaces: flawless bladework

When you attempt to incorporate magic into a melee attack, roll +int. On a 10+, deal your damage and apply 3 technique. On a 7-9, deal your damage and apply 2 technique, and your opponent attacks you.

Hurricane Slash

Replaces: Wind Slash

When you attack at near range with blades of cutting air, roll +int. On a 10+, deal your damage and apply two techniques. On a 7-9, deal your damage, apply two techniques, and choose one of the following:

- You have to move to get a clear shot, placing you in danger.
- Do not deal your damage.
- Do not apply any techniques.

Dance With the Sky

Replaces: Floating Step

You move with inhuman grace and are capable of leaping distances that would be impossible for mere mortals. In addition, when you get a 10+ with arcane bladework, take +1 ongoing to any defy danger rolls to navigate the battlefield until the battle ends.

Steel Tells No Lies

Replaces: Know Your Enemy

When you re-encounter somebody that has wronged you, roll +int. On a 10+, choose 2. On a 7-9, choose 1:

- Gain a flash of insight as to what your rival is thinking at this very moment.
- Take +1 forward against your rival and, if you could already see them, you realize a way to isolate them and yourself from anyone who would interfere with your fight.
- The nature of their fighting style is laid bare before you; hold 1 to perform a move from it that you have seen.

Blade Savant

Gain 3 techniques

Storied Hero

When you enter a settlement for the first time, roll +cha. On a 10+, you are recognized for your deeds and the common people either welcome you with open arms or acquiesce to your demands with fear as appropriate. On a 7-9, your name gets you a meeting with anyone but no guaranteed favors. On a miss, somebody has a bone to pick with you.

Legacy

You take on a student to carry on the techniques you have learned. The student counts as a hireling with cost (learning the art of the blade), loyalty 2, sentry 2, and man at arms 2, and first aid 1. If you die, your student inherits your accumulated knowledge and becomes a PC with a character sheet identical to yours. They must achieve some great victory in their own right before they can take on a student of their own.

Multiclass Initiate

Get one move from another class. Treat your level as one lower for choosing the move.

Techniques

Freezing: Your attack freezes and shatters a portion of your opponent's armor. After you deal your damage, reduce their armor by 1 until they repair it.

Flowing: If your attack kills a target, you may immediately attack a new target as if you had gotten a 7-9 on the move you initially used

Burning: Your attack deals an extra 1d4 damage and lights anything flammable.

Soul-Siphoning: Your attack heals you for 1d4. Heal 1d8 instead if this attack kills your target.

Galvanic: Electricity courses through your blade, numbing one of your target's limbs.

Torrential: Your attack ends with a flurry of strikes that your opponent must dedicate effort to blocking or avoiding. If they instead attack you in response to your attack, deal your damage again (this does not apply techniques).

Void-Edged: The edge of your weapon hums with an unearthly light. You may slice through inanimate objects with ease and add the 'messy' tag to your attack.

Burst: Your attack deals an additional 1d4 damage and gains the 'forceful' tag.

Mirage: You create illusions of yourself that strike additional enemies near your target. Illusions deal your damage but do not apply any techniques.

Quicksilver: Your blade cuts faster than the eye can see, preventing your opponent from mounting a proper defense. Gain 2 piercing on your attack.

Tethering: Your attack pins your target's shadow to the ground, preventing them from moving more than a few feet from their current location.

Warding: Your attack creates a ring of light around you and your target that other creatures (and their projectiles) cannot cross.

Elaborate: **When you apply this technique**, roll +dex. **On a 10+**, deal an additional 1d8 damage. **On a 7-9**, this technique has no effect, but it looks really cool! **On a miss**, your showboating costs you in some substantial way - the GM will tell you how.

Dust Devil: Your attack kicks up a small tornado of dust and grit at your target's feet, obscuring visibility.

Earthshaker: Your attack concludes with an eruption of stone and earth from the ground, launching your target into the air.