

NAME

Human: Luke, Ron, Margret, Harriet, Gwynith, Clark, Peter, David, Mary, Alesha, Faen
 Elf: Fandes, Faneth, Condes, Coneth, Galadeth, Gelwen, Thandes, Haloak, Ashwen
 Dwarf: Gomyr, Gimir, Grart, Belmar, Tholad, Krada, Elani, Duerra, Haegari, Gerna, Ambradi, Aselna, Yada

LOOK

Young and Adventurous Eyes, Weary or Wise Eyes
 Bright Red Hair, Blonde & Spikey Hair, Wild or Tall Hair
 Traditional Starting Hero Outfit or Common Drabble
 Built Body, Androgynous Body, Lithe Body or Very Tall 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**
 Show mercy or go out of your way to do well.
- ☐ **LAWFUL**
 Fulfill a promise of importance.
- ☐ **CHAOTIC**
 Fight oppression or help the lesser folk.

STARTING MOVES

SIGNATURE MOVE (STR OR DEX)

When you create your character, choose to use STR or DEX for this move. You unleashing a devastating and skillful attack unique to you on a target in the range of a weapon you are holding and that has already been dealt damage by you. Roll + STR or DEX *you deal weapon damage and on a 10+, choose 2 of the following *On a 7-9 choose 1.

- The attack is lethal: deal double damage instead of the normal amount.
- Disarm arm the foe or force them to drop something.
- Your strike is pinpoint accurate: piercing 2.
- You strike a weak spot and send the target flying: forceful.

HEART OF A HERO

You are a chosen hero, not for your strengths or status, but for the virtues that you harbor in your soul and unwaveringly follow. Choose 3 of the following qualities you may never betray, for they make you better than your enemies:

- ☐ 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)
- ☐ Humble (forbidden: gloating, demanding or asking for compensation)
- ☐ Hospitality (required: comfort to those in need, no matter who they are)
- ☐ Truth (forbidden: lies)
- ☐ Lawful (forbidden: breaking laws)
- ☐ Merciful (required: always offer and accept surrender of foes)

RACE

- ☐ **HUMAN**
 Whenever you enter a civilized town that you have visited before, someone always has a room to spare for you and your friends.
- ☐ **ELF**
 Reroll any Parley rolls with other well intended folk.
- ☐ **DWARF**
 You start with a hand axe (hand, 1 weight), keg of dwarven stout, (4 weight) and dwarven hardtack (ration, 7 uses, 1 weight).

BONDS

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

_____ has saved my bacon more than once.

I'd have _____ at my side any day.

_____ makes me laugh, in a nervous way.

I saved _____'s life, and they would do the same for me.

We should keep a better eye on _____.

I made a promise to _____, which I will keep.

I feel safer when _____ takes watch at night.

PROPHECY

Whenever the world is in great danger or trouble is on the rise, the hero can choose to accept visions of a prophecy and ventures out to save the world. Choose one:

- Defeat _____, a great threat to the world.
- Defend _____, the innocent, from the wicked
- Discover the truth of _____.
- Avenge _____, who has wrongfully suffered.

While you are fulfilling prophecy, you may choose two boons granted to you:

- A helpful, but clumsy or unlucky NPC joins and assists your party.
- The will of determination: +2 load
- The strength of all that is good and just: +1 to all damage rolls.
- A cryptic old man follows your from town to town, dropping vague clues.
- A stranger arrives in the nick of time to save you once per prophecy

Then the GM chooses one of the following:

- A rival constantly harasses the Fated Hero and appears only when inconvenient.
- An arch nemesis actively plots a horrible end for the Fated Hero.

THE FATED HERO

LEVEL _____
 XP _____

GEAR

Your load is 10+STR. You start with a short sword (hand, 1 weight), 50 coins and dungeon rations (5 uses, 1 weight).

Choose your defenses:

- ☐ Leather armor (1 armor, worn, 1 weight)
- ☐ Scalemail (2 armor, worn, clumsy, 3 weight)

Choose your weapon:

- ☐ Oversized sword (+2 damage, two-handed, messy, forceful, 3 weight)
- ☐ Ancestral bow (near, far, +1 damage, 1 weight)
- ☐ A pair of magic blades (close, two-handed, +1 to all rolls involving parrying, 2 weight)

Choose two:

- ☐ Elixir of defiance (gain a hold, 3 uses, 0 weight)
- ☐ Halfling pipeleaf (6 uses, 1 weight)
- ☐ Lucky Charm (3 uses, reroll any one dice, 0 weight)
- ☐ Memorabilia of a tragic backstory (+2 to load, 0 weight)
- ☐ Bundle of arrows (3 ammo, 1 weight) and two healing potion (0 weight)
- ☐ Elven arrows (4 ammo, 1 weight) and a healing potion (0 weight)
- ☐ Shield (+1 armor, 2 weight)

ADVANCED MOVES

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

☐ GET BEHIND ME!

Whenever you use Defend to redirect an attack from the thing you defend to yourself, hold 1 for the Defend Basic Move.

☐ WE ARE ALL IN THIS TOGETHER!

Whenever you enter a perilous situation, everyone who you have a bond have hold 1 for the Defend Basic Move.

☐ PURE SOULS

Select an extra choice from Heart of a Hero and increase your Max HP by 5.

☐ TEAMWORK

You gain a +2 forward to your next Hack and Slash roll if you attack a foe outnumbered by you and your allies.

☐ AGAINST THE ODDS

You gain a +2 forward to your next Hack and Slash roll if you attack a group of enemies that outnumbers you and your allies. This bonus becomes a +3 forward if you have no allies present.

☐ DUEL OF FATES

When you are fighting a single significant enemy alone, hold 2. This hold can be spent for the Defend Basic Move.

☐ STUDENT OF MAGIC

You gain the Spellbook, Prepare a Spell and Cast a Spell wizard moves. When you select this move, treat yourself as a wizard of level 1 for using spells. Every time you gain a level thereafter, increase your effective wizard level by 1. You cannot choose this move if you have the Chosen of the Gods move.

☐ CHOSEN OF THE GODS

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the Commune and Cast a Spell Cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1. You cannot choose this move if you have the Student of Magic move.

☐ THE WORLD IS COUNTING ON ME!

Spend any 2 Hold you have generated from any Move to get a +1 ongoing to all rolls till the end of an encounter.

☐ LOVED BY THE PEOPLE

When you return to a civilized settlement you've visited before after having fulfilled a prophecy, you get a free roll on the treasure table of 2d4.

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

☐ POWER OF FRIENDSHIP

Spend any 2 Hold you have generated from any Move to give all allies who can see you a hold that they can use for the Defend Basic Move.

☐ CALL TO GLORY

After you receive a vision and go to resolve a prophecy, you may choose three boons instead of two.

☐ GRAND QUEST

Whenever you complete a prophecy, mark an xp.

☐ WHIRLWIND ADVENTURE

When you are trying to resolve a prophecy, hirelings that are of similar morals and that have similar goals as yours will join you for free till that prophecy is resolved.

☐ THE FORCE OF DESTINY

You may spend hold to reroll any one dice for each hold you spend.

☐ WILL OF THE HERO

You get +3 ongoing to all +WIS rolls for Defy Danger.

☐ HEROIC FORTITUDE

Whenever you roll of Defend, gain an additional hold on a +7.

☐ TRUE STRIKE

On a Hack and Slash roll of 12+, you deal 1d10 extra damage.

☐ TESTED METAL

Ignore any clumsy tag on armor you wear.

☐ FINISHING MOVE (STR OR DEX)

When you gain this move, choose to use STR or DEX for this move. You unleash an attack only a truly tested and righteous adventurer could muster. Your unique attack hits a target that has already been damaged and in the range of a weapon you are holding roll +STR or DEX.

*You deal weapon damage and On a 10+, choose 3. *On a 7-9, choose 2:

- The attack is life ending: deal triple damage instead of the normal amount.
- No defense can withstand the assault: removes all armor from the target.
- The attack is impossibly complex: forceful, messy, +1 damage

☐ MARCH TO THE DARK

When you are Undertaking a Perilous Journey, you and your party get +1 forward to all rolls for performing jobs.