



The Gallant

Yours is a special fate.

In a world besieged by savage monsters and the limitless cruelty of the human heart, you were given a precious gift: the power to fight back.

You are Justice, the wall between evil and those it would harm. So long as there is breath in your body, the forces of darkness shall not go unchallenged.

You are Hope, the desire to better the world one step at a time. As long as your spirit toils upon this earth, you will work to make it a brighter place.

Let your allies scoff at your beliefs and revel in their petty selfishness. Yours is a strength of conviction they will never know. Out in the world, you'll be outnumbered and outgunned. Yours is a thankless job, and an early grave is your most likely reward. But, you're not dead just yet, and you still have work to do. Raise your weapon. Maybe it all comes out right in the end.

But it would take a miracle.

NAME

Cade, Thaddeus, Augustine, Lux, Cassius, Alexandria, Hadrian, Lucia, Octavia, Regulus, Valeria, Marcus, Sanguinus, Zacharias, Titanius, Fidelia

LOOK

Kind Eyes, Weary Eyes, or Glowing Eyes
 Helmet, Styled Hair, or Bald
 Fancy Holy Symbol, Crested Tabard, or Heraldic Banner
 Fit Body, Bulky Body, or Thin 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 10+CONSTITUTION

DRIVE

☐ COMPASSION

Endanger yourself to protect someone weaker than you.

☐ DUTY

Adhere to the law or a specifically enumerated code of behavior when an easier solution presents itself.

☐ REDEMPTION

Turn someone from the path of darkness.

BACKGROUND

CHOOSE ANY RACE WITH VIRTUE IN THEIR HEART, THEN CHOOSE THE UNCANNY STRENGTH OF YOUR SOUL:

☐ UNQUESTIONED HONOR

When you **Parley with a GM character**, you may make a vow in place of giving concrete assurance. If you break this vow, take -1 ongoing until you somehow atone.

☐ JUDGE OF CHARACTER

When you **receive a promise from another character**, you may ask the controller of that character if they are being genuine and telling the whole truth. They must answer you honestly.

☐ UNERRING INSIGHT

When you **pray for guidance**, even for a moment, and ask, "What path should I take?" your deity will give you a sign (the GM will tell you, honestly.)

STARTING MOVES

FROM A WORLD OF IRON

You ignore the *clumsy* tag on armor you wear.

SACRIFICE (CHA)

When you **touch someone, skin to skin, and willingly take their burden**, roll+CHA. On a 7+, 1d8 of their damage or one disease or debility is transferred to you. On a 10+, the damage, disease or debility is *cured* instead of transferred.

VALIANCE (VALOR)

When you **enter a dangerous situation**, lose all previous Valor, and then answer the following questions:

- Am I acting to protect another?
- Are the odds greatly against me?
- Am I acting without the expectation of a reward?

For each "yes," gain 1 Valor. Spend 1 Valor to take any of the following actions:

- An obvious and intimidating display of divine authority
- When you would deal damage, deal your damage +1d6
- Take no damage from a single blow
- Ignore any penalties you would take on a single action
- Gain a flash of divine insight

VALOR

IMPASSIONED SPEECH (CHA)

When you **make a passionate plea for someone to do what is right**, roll+CHA.

No matter what, those around you feel the pure virtue which guides your words.

On a 7+, the target does what you ask or those around you feel the powerful injustice of their refusal.

On a 10+, anyone affected by the move will evangelize the righteousness of your request to others they meet.

KINDNESS

When you **make a request of a hireling in a personal and polite manner**, take +1 to the Order Hirelings move.

DEATH

TO A WORLD OF GOLD

When your **spirit finally leaves this world**, destined for somewhere better, your death inspires a transcendent act of virtue from an unexpected source. Choose someone you knew in the world—either friend or foe—and describe what you have inspired them to do.



THE GALLANT

LEVEL

XP

GEAR

Your load is 12+STR. You start with scale armor (2 armor, 3 weight), and some mark of faith, describe it (0 weight).

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Dungeon rations (5 uses, 1 weight) and healing potion (0 weight)

Choose your weapon:

- ☐ Halberd (reach, +1 damage, two-handed, 2 weight)
- ☐ Long sword (close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)
- ☐ Lance (reach, awkward, 2 piercing, 3 weight) and flail (close, +1 damage, 1 weight)

ADVANCED MOVES

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

☐ PENITENCE

Dedicate yourself to a deity (name a new one or choose one that's already been established). Then, gain either the Commune and Cast a Spell Cleric moves, or the Priest's Invocation move. If you selected the cleric moves, treat yourself as a cleric of 1 level lower for using spells.

☐ JUSTICE (VALOR)

When you use **Valor to deal extra damage**, deal an extra 2d4 damage instead of 1d6.

☐ IDEALISM (VALOR)

Add the following questions to those you answer **when using Valiance**:

- Am I making a reasonable attempt to avoid violence?
- Am I acting within the law or in the service of a higher ideal?

☐ THE THIN BLUE LINE (CHA)

When **interacting with local agents of the law**, roll +CHA.

On a 7-9, choose one of the following; on a 10+ choose two:

- They have useful information for you
- They are willing to use their position of authority to assist you
- They are discreet about your interaction.

☐ AT MY SIDE

When you **have someone or something worth defending**, you always get +1 hold on Defend, even on a 6-.

☐ YOU SPOKE TO ME AND EVERYTHING WAS DIFFERENT

When you **make a request of a hireling, in a bolstering manner**, take a +1 to the Order Hirelings move. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with exceptional effectiveness or efficiency.

☐ HUMILITY

When you Hack and Slash, choose an ally. Their next attack against your target does +1d4 damage.

☐ NO GOOD DEED... (CHARITY)

Whenever you **come to the aid of the common man**, gain 1 Charity. You may spend 1 Charity to have a local come to your aid in a plausibly deniable fashion. Some examples:

- An apple cart just happens to overturn at a convenient moment
- An old woman chooses a particularly opportune time to waylay a corrupt official with her complaints about tax increases
- An urchin just happens to 'find' something you were looking for
- A local gives you shelter and denies having seen you to all who ask

☐ PERSEVERANCE (VALOR)

When you are battered and broken, but **speak the name of one thing that will keep you fighting**, (such as the name of your deity, an endangered ally, your enemy, Love, your home country, etc.) you may spend Valor to heal yourself. When you do, heal 1d6 hp for each Valor spent.

☐ HOSPITALER

When you heal someone, heal +1d8 damage or remove 1 additional debility.

☐ DILIGENCE (VALOR)

When you **pass up an easier solution to instead do what is right**, gain 1 Valor.

When you gain a level from 6-10 you may also choose from these moves:

☐ HAND OF GOD

Requires: Justice

When you deal extra damage with Justice, that attack gains the *Holy* and *Ignores Armor* keywords.

☐ MERCY (CHA)

When you **have an opponent at your mercy**, you may roll +CHA.

On a 7-10, choose one; On a 10+, choose two:

- Your opponent is not mortally wounded
- Your opponent knows and tells you something relevant to your objective
- Your opponent sees the error of their ways.

☐ CHARGE!

When you **lead the charge into combat**, those you lead take +1 forward and +1 armor forward.

☐ DUTY UNTO DEATH (CHA)

You may take +CHA when rolling last breath.

☐ HEAVENLY BOON (VALOR)

Whenever you gain Valor when you formerly had none, choose one boon that lasts as long as you have Valor:

- Invulnerability to _____ (e.g., edged weapons, fire, enchantment, etc.)
- A freedom from hunger, thirst, and sleep
- An unwavering sense of direction to _____
- Senses that pierce lies
- A voice that transcends language
- A mark of divine authority

☐ ... GOES UNREWARDED (CHARITY)

Requires: No Good Deed

You may now spend 1 Charity to have a local come to your aid at a convenient time, up to and including putting themselves at risk or doing so at great personal cost.

☐ TRUE FAITH (VALOR)

You may spend Valor to seek divine intervention:

- 3 Valor: An implausible but technically possible coincidence. A roof collapses, a weapon breaks, an ally arrives in the nick of time.
- 4 Valor: A minor miracle. Stone becomes food, a man at the brink of death returns to perfect fighting condition, a journey is made in an impossibly short time.
- 5 Valor: A true miracle of vast scope. The seas part, the sun rises at midnight, a single man holds a bridge against an army.

CHARITY

NEW KEYWORDS

Holy

The power of your deity flows through any move with this keyword. An attack might become anathema to the enemies of your god's domain. A buff or protection might provide an extra bit of longevity or strength.

Such a move usually takes on some traits of your deity's sphere of influence, for example:

- If you worship a god of war and aggression, your moves with the Holy keyword might be infused with a raw, red hue; consuming all in its path.
- If you worship a god of purity and hope, your moves with the Holy keyword might be infused with a warm, white glow; causing the undead to shrink back in terror or your allies to be bolstered.
- If you worship a god of the dead, your moves with the Holy keyword might leave a greasy trail of purple-green light; wilting and rotting all it touches.
- If you worship a god of the dawn and new beginnings, your moves with the Holy keyword might shine with golden rays, giving a second chance to the dying that it shines upon, or driving out the darkness in even the deepest recesses.

When you first gain access to the Holy keyword, work with your GM to decide what an appropriate theme is for your chosen deity's Holy energy.

NEW EQUIPMENT

Lance

(reach, awkward, 2 piercing, 3 weight) **15 coins**

The lance is a classic weapon of the mounted warrior. It is primarily intended for mounting a charge from horseback, and is awkward to use otherwise. It is excellent at piercing armor, dragon scales, and windmills alike.