

NAME LOOK

Male: Names

Female: Names

Wildcard: Names

Tormented Eyes, Haunted Eyes, Wild Eyes or Shrouded Eyes
Mighty Body, Rangy Body, Scrawny Body or Supple Body
Strange Tattoos, Unusual Jewelry, or Unmarred Self
Scraps, Silks, Scavenger's Outfit or Weathered Garb

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

DRIVE

☐ HEAR THEIR LAMENTATIONS

Slay, burn or pillage those that stand against you.

☐ LORD OF ALL

Conquer and claim a significant piece of land or force tribute.

☐ LIVING LEGEND

Inspire people, poets or history itself to acknowledge your greatness.

STARTING MOVES

CHOOSE ONE OF THESE TWO TO START:

FULL PLATE AND PACKING STEEL

You ignore the clumsy tag on any armor you wear. In addition, any shield in your hand or your armored fists count as a suitable weapon.

UNENCUMBERED, UNHARMED

So long as you are below your load and neither wear armor nor carry a shield, take +1 armor. In addition, you do not need to make Last Breath rolls until you are at -CON bonus.

YOU ALSO START WITH ALL OF THESE:

HERCULEAN APPETITES

Others may contend themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. While pursuing one of your appetites if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. If the d6 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- ☐ Pure destruction
- ☐ Power over others
- ☐ Mortal pleasures
- ☐ Conquest
- ☐ Riches and glory
- ☐ Fame and glory

THE UPPER HAND

You take +1 ongoing to Last Breath rolls. When you take your Last Breath, on a 7-9 you make an offer to death in return for your life. If death accepts he will return you to life. If not, you die.

MUSCLEBOUND

While you wield a weapon it gains the forceful and messy tags.

WHAT ARE YOU WAITING FOR?

When you cry out a challenge to your enemies, roll +CON. *On a 10+, they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them. *On a 7-9, only a few (the weakest or most foolhardy among them) fall prey to your taunting.

BACKGROUND

☐ ENSLAVED GLADIATOR

You may have started out weak, but a life of hard labor and forced combat has reared you to be a fierce combatant against grueling odds. Each time you take a Debility, you heal +CON or take +1 forward.

☐ WALKER OF THE WASTES

You have traveled far and wide, surviving against the brutal landscapes and deadly creatures that stalk them. When you Make Camp, you do not need to consume rations. When you Take Watch, you are always considered armed and prepared, even on a miss.

☐ CHAMPION OF SLAUGHTER

You come from strong, respected stock and have used your immense power and fortitude to conquer all those before you. When you are subject to Outstanding Warrants, you may roll +STR instead of +CHA. On a 12+ you have a loyal following of admirers.

BONDS

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

_____ is puny and foolish, but amusing to me.

_____ 's ways are strange and confusing.

_____ is always getting into trouble – I must protect them from themselves.

_____ shares my hunger for glory – the earth will tremble at our passing!

I fear the day I admit _____ is vital to my survival.



THE OUTLANDER v1.0

LEVEL XP

GEAR

Your load is 8+STR. You start with dungeon rations (5 uses, 1 weight) a dagger (hand, 1 weight) and some token of where you've traveled or where you're from.

Choose your weapon:

- ☐ Axe (close, 1 weight)
- ☐ Two-handed sword (close, +1 damage, two-handed, 2 weight)
- ☐ Longsword (close, 1 weight) and wooden shield (+1 armor, 1 weight)

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Chainmail (1 armor, 1 weight)

Choose two:

- ☐ A dusty charm from an old friend
- ☐ A hide cloak from a formidable creature
- ☐ A tattoo kit
- ☐ A fist-sized altar to a forgotten god of war

ADVANCED MOVES

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

☐ STILL HUNGRY

Choose an additional appetite.

☐ APPETITE FOR DESTRUCTION

Take a move from the fighter, bard, or thief class list. You may not take multiclass moves from these classes.

☐ MY LOVE FOR YOU IS LIKE A TRUCK

When you perform a feat of strength, name someone present whom you have impressed and take +1 forward to Parley with them, or they will gladly offer you a secret about themselves or someone close to them.

☐ WHAT IS BEST IN LIFE

At the end of a session, if during this session you have crushed your enemies, seen them driven before you, or have heard the lamentations of their kinfolk mark XP.

☐ WIDE-WANDERER

You've traveled the wide world over. When you arrive someplace ask the GM about any important traditions, rituals, and so on. They'll tell you what you need to know.

☐ USURPER

When you prove yourself superior to a person in power, take +1 forward with their followers, underlings, and hangers on, or choose to learn a either hidden strength or a weakness about the person in power from them.

☐ KHAN OF KHANS

Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment.

☐ SAMSON

You may take a debility to immediately break free of any physical or mental restraint.

☐ SMASH!

When you Hack & Slash, on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb). They lose it.

☐ INDESTRUCTIBLE HUNGER

When you take damage you can choose to take -1 ongoing until you sate one of your appetites instead of taking the damage. If you already have this penalty you cannot choose this option.

☐ EYE FOR WEAKNESS

When you Discern Realities add "What here is weak or vulnerable?" to the list of questions you can ask.

☐ ON THE MOVE

When you Defy Danger caused by movement (maybe falling off a narrow bridge or rushing past an armed guard) take +1.

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

☐ A GOOD DAY TO DIE

As long as you have less than your CON in current HP (or 1, whichever is higher), take +1 ongoing and terrify lesser men you fight in battle.

☐ KILL 'EM ALL (*REQUIRES: APPETITE FOR DESTRUCTION*)

Take another move from the fighter, bard, or thief class list. You may not take multiclass moves from those classes.

☐ WAR CRY

When you enter battle with a show of force (a shout, rallying cry, or battle dance), roll +CHA. *On a 10+ both. *On a 7-9 one or the other.

- Your allies are rallied and take +1 forward
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon)

☐ MARK OF MIGHT

When you take this move and spend some uninterrupted time reflecting on your past glories you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars, etc). Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

☐ MORE! ALWAYS MORE!

When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc) you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

☐ THE ONE WHO KNOCKS

When you Defy Danger, on a 12+ you turn the danger back on itself, the GM will describe how.

☐ HEALTHY DISTRUST

Whenever the unclean magic wielded by mortal men causes you to Defy Danger, treat any result of 6 or less as 7-9.

☐ FOR THE BLOOD GOD

You are initiated in the old ways, the ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc) value – gold, blood, bones, or the like. When you sacrifice those things as per your rites and rituals, roll +WIS. *On a 10+ the GM will grant you insight into your current trouble or a boon to help you. *On a 7-9 the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon. *On a miss, you earn the ire of the fickle spirits.

☐ RIPPER, TEARER, SLASHER, GOUGER

You are death incarnate until you have slated your bloodthirst. When you challenge a mighty foe to combat, roll +CON. *On a 10+, you cannot be killed until the foe has fallen before you. *On a 7-9, you will last for a very short time after making a failed Last Breath roll.