

THE FIGHTER



NAME _____

LEVEL

XP _____

DWARF: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq
 ELF: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian

HALFLING: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca
 HUMAN: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

LOOK

Choose one for each, or write your own:

BODY: Built, lithe, ravaged _____

EYES: Hard, dead, eager _____

HAIR: Wild, shorn, battered helm _____

SKIN: Calloused, tanned, scarred _____

ARMOR



HIT POINTS

Max (10+Constitution)



Current

DAMAGE



ALIGNMENT

- ☐ **Good**
Defend those weaker than you.
- ☐ **Neutral**
Defeat a worthy opponent.
- ☐ **Evil**
Kill a defenseless or surrendered enemy.
- ☐ _____

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

Strength

STR

Weak -1 ☐

Dexterity

DEX

Shaky -1 ☐

Constitution

CON

Sick -1 ☐

Intelligence

INT

Stunned -1 ☐

Wisdom

WIS

Confused -1 ☐

Charisma

CHA

Scarred -1 ☐

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ owes me their life, whether they admit it or not.

I have sworn to protect _____.

I worry about the ability of _____ to survive in the dungeon.

_____ is soft, but I will make them hard like me.

STARTING MOVES

☒ Signature Weapon

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true.

Choose a base description, all are 2 weight:

- ☐ Sword ☐ Spear
☐ Axe ☐ Flail
☐ Hammer ☐ Fists

Choose a range that best fits your weapon:

- ☐ Hand ☐ Close
☐ Reach

Choose two enhancements:

- ☐ Hooks and spikes. +1 damage, but +1 weight.
☐ Sharp. +2 piercing.
☐ Perfectly weighted. Add *precise*.
☐ Serrated edges. +1 damage.
☐ Glows in the presence of one type of creature, your choice.
☐ Huge. Add *messy* and *forceful*.
☐ Versatile. Choose an additional range.
☐ Well-crafted. -1 weight.

Choose a look:

- ☐ Ancient ☐ Blood-stained
☐ Unblemished ☐ Sinister
☐ Ornate

RACE

☐ **Dwarf**
When you **share a drink with someone**, you may parley with them using CON instead of CHA.

☐ **Elf**
Choose one weapon—you can always treat weapons of that type as if they had the *precise* tag.

☐ **Halfling**
When you **Defy Danger** and use your small size to your advantage, take +1.

☐ **Human**
Once per battle you may reroll a single damage roll (yours or someone else's).

☒ **Bend Bars, Lift Gates**
When you **use pure strength to destroy an inanimate obstacle**, roll+STR. • On a 10+, choose 3. • On a 7-9 choose 2.

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

☒ **Armored**
You ignore the *clumsy* tag on any armor you wear.

☐ _____

☐ _____

☐ _____



COIN



STARTING GEAR

Max Load (12+STR) Current

You carry your **Signature Weapon**.

Dungeon Rations (5 uses, ration, 1 weight)

Choose your defenses:

- ☐ **Chainmail** (1 armor, worn, 1 weight) and **Adventuring Gear** (5 uses, 1 weight)
- ☐ **Scale Armor** (2 armor, worn, clumsy, 3 weight)

Choose two:

- ☐ **2 Healing Potions** (0 weight)
- ☐ **Shield** (+1 armor, 2 weight)
- ☐ **Antitoxin** (0 weight), **Dungeon Rations** (5 uses, ration, 1 weight), and **Poultices & Herbs** (2 uses, slow, 1 weight)
- ☐ **22 coins**

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- ☐ **Merciless**
When you **deal damage**, deal +1d4 damage.
- ☐ **Heirloom**
When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. • On a 10+, the GM will give you good detail. • On a 7-9, the GM will give you an impression.
- ☐ **Improved Weapon**
Choose one extra enhancement for your signature weapon.
- ☐ **Blacksmith**
When you **have access to a forge** you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.
- ☐ **Iron Hide**
You gain +1 armor.

- ☐ **Armor Mastery**
When you **make your armor take the brunt of damage** dealt to you, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.
- ☐ **Seeing Red**
When you **Discern Realities during combat**, you take +1.
- ☐ **Interrogator**
When you **parley using threats of violence** as leverage, you may use STR instead of CHA.
- ☐ **Scent Of Blood**
When you **Hack & Slash** an enemy, your next attack against that same foe deals +1d4 damage.
- ☐ **Multiclass Dabbler**
Get one move from another class. Treat your level as one lower for choosing the move.

When you gain a level from 6-10, you may choose from these moves.

- ☐ **Bloodthirsty**
Replaces: Merciless
When you **deal damage**, deal +1d8 damage.
- ☐ **Through Death's Eyes**
When you **go into battle**, roll+WIS. • On a 10+, name someone who will live and someone who will die. • On a 7-9, name someone who will live or someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. • On a 6- you see your own death and consequently take -1 ongoing throughout the battle.
- ☐ **Eye For Weaponry**
When you **look over an enemy's weaponry**, ask the GM how much damage they do.
- ☐ **Superior Warrior**
When you **Hack & Slash**, on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.
- ☐ **Steel Hide**
Replaces: Iron Hide
You gain +2 armor.
- ☐ **Armored Perfection**
Replaces: Armor Mastery
When you choose to **let your armor take the brunt of damage** dealt to you, the damage is negated and you take +1 forward against the attacker, but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.
- ☐ **Evil Eye**
Requires: Seeing Red
When you **enter combat**, roll+CHA. • On a 10+, hold 2. • On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. • On a 6-, your enemies immediately identify you as their biggest threat.
- ☐ **Taste Of Blood**
Replaces: Scent Of Blood
When you **Hack & Slash** an enemy, your next attack against that same foe deals +1d8 damage.
- ☐ **Multiclass Initiate**
Get a move from another class. Treat your level as one lower for choosing the move.



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