

THE FIGHTER

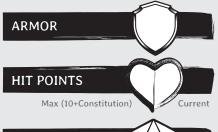
NAME

LEVEL

ΧP

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



D10



Good

Defend those weaker than you.

Neutral

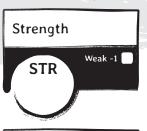
Defeat a worthy opponent.

Evi

Kill a defenseless or surrendered enemy.

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

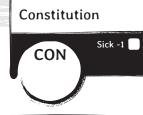
DAMAGE

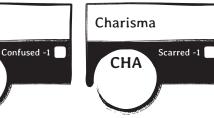


Stunned -1



Wisdom





BONDS

Fill in at least one with the no or write your own.	ime of a companion,
owes they admit it or not.	me their life, wheth
I have sworn to protect	
I worry about the ability of survive in the dungeon.	1
is soft, b	out I will make them

STARTING MOVES

Intelligence

INT

X Signature Weapon

Sword

Reach

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:

Spear

Axe
Hammer
Fists

Choose a range that best fits your weapon:

Hand
Close

- 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

Dwarf

RACE

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).

- 1			

X 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.





STARTING GEAR

Ma... Land (12, CTD



Max Load (12+31K)	
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 8 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 in the spirits that the spirits that your signature weapon.

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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