ARIAN ARB

NAME

LEVEL

ALIGNMENT

Chaotic

Neutral

XP

Eschew a convention of the civilized world.

Teach someone the ways of your people.

NAMES: Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, Shar, Korrin, Nkosi, Fafnir, Qua, Sacer, Vercin'geto, Barbozar, Clovis, Frael, Thra-raxes, Sillius, Sha-Sheena, Khamisi TITLES: the Glorious, the Hungry, the Irascible, the Undefeated, the Gluttonous, Foesmasher, Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the Triumphant

LOOK

Choose one for each, or write your own:

BODY: Mighty thews, long shanks, scrawny, supple

EYES: Tormented, haunted, wild, shrouded

DECORATION: Tattoos, bejeweled, unmarred

CLOTHES: Scraps, silks, scavenger's outfit, weather-inappropriate

HIT POINTS Max (8+Constitution) Current

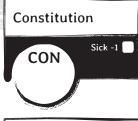
D10

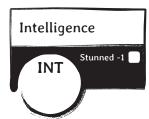
Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

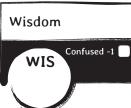
DAMAGE

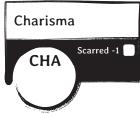
Strength STR Weak -1











BONDS

or write your own.	
	is puny and foolish, but
amusing to me.	
	's ways are strange and
confusing.	
	is always getting into
trouble - I must pro	tect them from themselves.
	shares my hunger for
glory; the earth will	tremble at our passing!

Fill in at least one with the name of a companion

STARTING MOVES

Choose one of these to start with:

Full Plate And Packing Steel

You ignore the clumsy tag on armor you wear.

Unencumbered, Unharmed

So long as you are below your Load and neither wear armor nor carry a shield, take +1 armor.

You also start with all of these:

X 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.

X 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.

X Herculean Appetites

Others may content 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.

D	4 4 4 !	
Pure	destruction	

- Power over others
- Mortal pleasures
- Conquest
- Riches and property
- Fame and glory

X

Musclebound

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



Outsider

You may be elf, dwarf, halfling, or human, but you and your people are not from around here. At the beginning of each session, the GM will ask you something about your homeland, why you left, or what you left behind. If you answer them, mark XP.





STARTING GEAR



Dungeon Rations (5 uses, 1 weight)

Max Load (8+STR)

Dagger (hand, 1 weight)

Some Token of where you've travelled or where you're from.

Choose your weapon:

Axe (close, 1 weight)

Adventuring Gear (5 uses, 1 weight) and
Dungeon Rations (5 uses, ration, 1 weight)
Chainmail (1 armor, worn, 1 weight)

Two-handed Sword (close, +1 damage, 2 weight)
Choose one:
Adventuring Gear (5 uses, 1 weight) and Dungeon Rations (5 uses, ration, 1 weight)
Chainmail (1 armor, worn, 1 weight)

ADVANCED MOVES

moves.

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

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 travelled 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.

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

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 a danger caused by movement (maybe falling off a narrow bridge or rushing past an armed guard)

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

Kill 'Em All

Requires: Appetite for Destruction Take another move fromt he Fighter, Bard, or Thief class list. You may not take multiclass moves from those classes.

War Cry

When you enter the battle with a show of force, 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 or tattoos, 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- as a 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.



