

# 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: **Ravaged**

EYES: Hard, dead, eager

HAIR: Wild, shorn, battered helm

SKIN: **Scarred**

## ARMOR

## HIT POINTS

Max (10+Constitution)

**26 Health**

## DAMAGE

D10

## 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

## 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:

- |                                 |                                |
|---------------------------------|--------------------------------|
| <input type="checkbox"/> Sword  | <input type="checkbox"/> Spear |
| <input type="checkbox"/> Axe    | <input type="checkbox"/> Flail |
| <input type="checkbox"/> Hammer | <input type="checkbox"/> Fists |

Choose a range that best fits your weapon:

- |                                |                                |
|--------------------------------|--------------------------------|
| <input type="checkbox"/> Hand  | <input type="checkbox"/> Close |
| <input type="checkbox"/> 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:

- |                                      |  |
|--------------------------------------|--|
| <input type="checkbox"/> Ancient     | <input type="checkbox"/> Blood-stained |
| <input type="checkbox"/> Unblemished | <input type="checkbox"/> Sinister      |
| <input type="checkbox"/> Ornate      |  |

### 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.

## BONDS

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

**Gwen gets in my way and it frustrates me**

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.

**Sheo and I have the same goals**

I no longer owe a debt

**I finally trust Sarya**

## 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).



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**

3/5 Rations remaining  
Map of the caves  
19/22 Coins remaining  
Elf Armor | 3 Weight | 2  
Armor  
Elf Ear Set  
3 Healing Potions  
Crown - 1d4 \* 100

## 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.

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.

- ☐ **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.

EYE FOR WEAKNESS  
What here is weak or vulnerable?

- ☐ **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.



THE FIGHTER

