

1. Stats

2. Backgrounds

3. Talents

4 Trinkets

1. Stuffed Animal
2. Personal Manifesto
3. Beloved Hat
4. Small Animal Carving
5. Deck of Tarot Cards
6. Tattered Banner
7. Child's Drawing
8. Medal of Honor
9. Musical Instrument
10. Book of Poetry

5. Skills

1. Crafting
2. Nature
3. Religion
4. Athletics
5. Folklore
6. Stealth
7. Speech
8. Acrobatics
9. Tinkering
10. Literacy

6. Traits

Each day randomly select from your virtue, vice, or oddity to add to your Psyche as a Skill. This replaces the previous day's selection.

Virtue	Vice	Oddity
1. Calm	1. Wrathful	1. Obsessive
2. Daring	2. Cowardly	2. Whimsical
3. Thoughtful	3. Impulsive	3. Jaded
4. Dutiful	4. Unruly	4. Delusional
5. Generous	5. Greedy	5. Servile
6. Honest	6. Deceitful	6. Absentminded
7. Supportive	7. Envious	7. Dramatic
8. Humble	8. Arrogant	8. Cheerful
9. Kind	9. Cruel	9. Ambitious
10. Trusting	10. Paranoid	10. Lethargic



Name:

Might:

Agility

Intellect:

Spirit:

[illegible]

Challenge Rolls

Basic Challenge: When performing a task with a chance of failure, make a Basic challenge:

Roll a Challenge Die (1d6) vs 2d8

- If the Challenge die is higher than or equal both d8s: Success
- If the Challenge die is higher than or equal to only one d8: Success, with a Drawback
- If the Challenge die is lower than both d8s: Failure, with a Drawback

When you Challenge a Stat, add that Stat to your Challenge Die.

When you use a Skill in your Psyche, roll 2d6 and take the higher number.

Inventory Rules

Your total inventory slots equals 5 + Might
Most items take up one slot. Items that could fit in a pocket can share a slot with any one item. Heavy armor takes up two slots.

When you gain a Fatigue or Wound without an empty slot, immediately drop an item to make room for it. If you gain either while your inventory is completely full of Fatigue/Wounds, you die.

Shields and worn Armor may occupy the same slot as a Fatigue or Wound. When adding a Wound to a shield/armor slot convert it to Fatigue.

You start with any one common weapon, a ration, a trinket, and a background item.

Psyche Rules

Your total Psyche slots equal to 5 + Intellect.
Skills and Spells take up one slot.

When you gain a Stress or Trauma without an empty slot, immediately clear a skill or spell to make room for it. If you gain either while your Psyche is completely full of Stress/Trauma, you are broken and lose control of this character.

Talents

1. **Weapon Master:** When you Practice, you may choose any weapon type such as Swords, Axes, etc instead of one of your Skills and add it to your Psyche as a Skill.

2. **Bastion:** When you Defend in a Skirmish, you may choose to Challenge Might instead. When you do, on a Success with a Drawback you gain Fatigue instead of a Wound.

3. **Healer:** When you Tend Wounds, you can treat the injuries of either yourself or another creature, though you still add any stress to your own Psyche. As part of the same Move, you may also make a number of additional attempts to Tend Wounds equal to your Spirit Stat + 1.

4. **Pious:** When you take this talent, name three concepts associated with your deity (fire, generosity, forests, etc). When you Practice, you may choose to spend that time in prayer and add any combination of these traits to your Psyche as Skills.

5. **Ambusher:** When you Attack in a Skirmish, you may choose to Challenge Agility instead. Any time you Skirmish from a position of stealth or deception, you may roll as if you were using a skill.

6. **Hunter:** When you Skirmish, you may add that specific combatant's name or identifier to your Psyche as a Skill. It is removed when your quarry is verified to be dead, you declare a new quarry, or choose to end your hunt.

7. **Magus:** When you Practice to memorize a Spell, you may add the memorized Spell to your Psyche an additional number of times up to your Intellect stat + 1, and you may also make a number of additional attempts to memorize additional spells equal to your Intellect Stat + 1.

8. **Occultist:** When you Cast a Spell, you may choose to Challenge Might instead. When you do, you do not remove the Spell on a Drawback, and gain Fatigue instead of Stress.

Moves

Skirmish: When engaging in combat: Challenge Might if you are attacking, Challenge Agility if you defending.

- Success: You wound the opposing combatant.
- Drawback: Attacking-Gain Fatigue. Defending-Gain a Wound.

Cast Spell: When casting a memorized spell, Challenge Intellect.

- Success: You cast the spell.
- Drawback: Remove the spell from your Psyche then gain Stress. If the Challenge Die is also less than the combined Stress & Trauma in your Psyche, gain Trauma instead.

Tend Wounds: When you spend several hours tending to your wounds with adequate time and supplies, Challenge Might.

- Success: Remove one Wound.
- Drawback: Gain Stress.

Lift Spirits: When you spend several hours engaged in recreational activity, Challenge Spirit.

- Success: remove up to two Stress.
- Drawback: Gain Fatigue.

Moments Rest: When you spend a few minutes to catch a breath and consume a ration, you may remove either one Fatigue or one Stress.

Night's Rest: When you rest, consume a day's rations and spend the night asleep. If you do both, remove up to two fatigue.

If you do not eat, Challenge Might. If you do not sleep, Challenge Spirit. Make a separate challenge for each.

- Success: Add Fatigue to your inventory.
- Drawback: Add Stress to your psyche.

Practice: When you spend a few hours practicing one of your Skills or memorizing a Spell from a book or scroll, Challenge an appropriate Stat.

- Success: Add the Skill or Spell to your Psyche.
- Drawback: Stat Drawback