

NAME




LOOK

Dwarf: Kurfur, Linkha, Bibrann, Giris, Rinkur, Rahlif
Elf: Analos, Mardrel, Thancir, Eland, Darnas, Mitha
Orc: Rogbolg, Ogmurz, Dush, Olg, Lurtz, Azock, Hurg

Sharp Eyes, Wary Eyes, or Shattered Eyes
 Matted Hair, Shaved Head, or Dreadlocks
 Travelling Cloak, Camouflage, or Rugged Hides
 Wiry Body, Strong Body, or Short Stature

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 9+CONSTITUTION

ALIGNMENT

- GOOD**
Provide healing to someone who is very injured.
- LAWFUL**
Finish off an enemy that has attacked an ally.
- CHAOTIC**
Attack an unsuspecting foe.

STARTING MOVES

- LIGHTLY ARMoured**
You can only have 1 armour point through armour and items.
- SCOUTING**
When you have time to observe enemies before a fight, Roll+INT
 - 10+, You gain 1d4 damage against the enemy types observed. This lasts for the duration of the quest.
 - 7-9, 10+ but the enemies are alerted to your presence.
 - 6-, The enemies are alerted to your presence.

You also get to ask a question from the discern realities list about the enemies or area.

STRONG ARM
Thrown Weapons gain 1d4 damage.

CRIPPLE
When damaging an enemy with a *thrown* weapon, on a 10+ you may choose to reduce the enemy's damage dice by 1 instead of doing damage (this effect cannot be stacked).

RACE

- DWARF**
You can use a shield along with wearing armour.
- ELF**
Poultices and Herbs have 1 additional use.
- ORC**
Thrown weapons gain the forceful tag.

BONDS

Fill in the names of your companions in at least one:

I have scouted for _____ before.

_____ and I disagree on how to fight.

_____ is reckless, I will heal them when they are inevitably injured.

GEAR

Your load is 8+STR. You start with a Bundle of Javelins (thrown, near, 1 pierce, 4 ammo, 1 weight, 8 coins), Poultices and Herbs (2 uses, slow, 1 weight), Adventuring Gear (5 uses, 1 weight), and Dungeon Rations (5 uses, ration, 1 weight).

Choose your defenses:

- Hide Armour (1 armour, worn, 1 weight)
- Kite Shield (+1 armour, 2 weight)

Choose your weapon:

- Shortsword (close, 1 weight)
- Spear (reach, thrown, near, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

BARBED

Thrown weapons have the *messy* tag and may inflict damage if removed.

DEDUCTION

You may use INT to roll for Discern Realities.

ENFEEBLE

When you *Cripple* a foe, you may deal a d4 damage as well.

FASTER THAN YOU

Gain +1 forward to defy danger using DEX against foes with more armour than you.

FORAGER

Gain 1 use on *Poultices and Herbs* when you make camp (as long as at least 1 use has been expended).

HERBALIST

Poultices and Herbs have 1 additional use.

INCITING INCIDENT

If speed is a factor, you can react before anyone else.

MIGHTY TOSS

Thrown weapons gain +1 pierce.

SCOUTING EXPERT

Take +1 forward after successfully scouting.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

COMBAT HERBALIST

Requires: Herbalist

Using *Poultices and Herbs* is no longer *slow*.

INCAPACITATE

Replaces: Enfeeble

When you *Cripple* a foe, you may deal your damage as well.

LIGHTWEIGHT WEAPON

You have worked with this kind of weapon long enough that it gains the *Precise* tag.

-Swords

-Axes

-Maces/Hammers

-Polearms

POWERHOUSE

Replaces: Mighty Toss

Thrown weapons gain +2 pierce.

QUICK COUNTER

When you successfully defy danger using DEX, you may inflict a free attack.

SCOUTING MASTER

Requires: Scouting Expert

After scouting successfully, you are not limited to the discern realities list when asking a question about the enemies or the area (so long as it is something you could find out).

SLEUTH

Requires: Deduction

When you discern realities with INT, you may choose from these as well:

-What type of enemies were here?

-How many enemies were here?

STRONGER ARM

You may give a *thrown* weapon the *far* tag for 1 attack at the cost of a debility of the GM's choice.

WELL PACKED

A bundle of javelins can hold 6 ammo instead of 4 (assuming you have bought/found enough ammo)

