

## Aid

When you help another character who's about to roll, they gain advantage but you are exposed to any risks, costs, or consequences.

## Defend

When you take up a defensive stance or jump in to protect others, roll +CON. On 10+, hold 3 Readiness. On 7-9, hold 1 Readiness. While you defend, you can spend a point of Readiness to:

- suffer an attack's effects instead of your ward
- halve an attack's damage/effects
- draw all attention from your ward to yourself
- strike back at an attacker (deal your damage but with disadvantage)

LOSE any remaining Readiness when you cease to focus on defence, or the threat passes.

## Defy Danger

When danger looms, the stakes are high and you act, roll:

- +STR to power through or test your might
- +DEX to use speed, agility or finesse
- +CON to endure or hold steady
- +INT to use expertise or enact a clever plan
- +WIS to rely on willpower or your senses
- +CHA to charm, bluff, impress or fit in

On 10+, you pull it off as well as anyone could hope. On 7-9, you can do it, but the GM will present a cost or consequence, a lesser success, a tough choice, or the option to back down.

## Discern Realities

When you closely study a situation or person and look to the GM for insight, roll +WIS. On 10+, ask 3 from the list. On 7-9, ask 1:

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who or what is really in control here?
- What here is not what it appears to be?

Take advantage on your next move to act on the answers.

## Hack And Slash

When you fight in melee or close quarters, roll +STR. On a 10+, it works as expected (deal damage) and pick 1:

- Evade, prevent, or counter the enemy's attack
- Strike hard and fast (+1d6 damage) but suffer the enemy's attack

On a 7-9, it works, mostly: deal damage but suffer the enemy's attack.

## Make Camp

When you settle down to rest in a dangerous area, someone must spend 1 supplies. Then, take turns to each say one of the following, and if everyone agrees, mark experience:

- Give an example of how you've achieved your drive
  - Describe how your opinion of or relationship with another character has changed
  - Point out something awesome that another player did, that no one else has mentioned yet
- When you wake from at least a few hours sleep, choose 1:

- Regain half your maximum hit points
- Clear all your debilities
- Gain advantage on your next roll

If you spend 1 supplies, choose another.

## Interfere

When you try to foil another PC's action and neither of you back down, roll...

- +STR to power through or test your might
- +DEX to use speed, agility or finesse
- +CON to endure or hold steady
- +INT to use expertise or enact a clever plan
- +WIS to rely on willpower or your senses
- +CHA to charm, bluff, impress or fit in

On 10+, they pick 1 from the list below:

- Do it anyway, but with disadvantage on their next roll
- Relent, change course, or otherwise allow their move to be foiled

On 7-9, they also pick 1 but you are left off-balance, exposed, or otherwise vulnerable.

## Parley

When you press or entice an NPC to do something, and they resist, roll +CHA. On 10+, they either do as you want or reveal the easiest way to convince them. On 7-9, they reveal something you can do to convince them, though it'll be costly, tricky, or distasteful.

When you press or entice a PC and they resist, roll +CHA. On 7-9, pick 1:

- They mark XP if they do what you want
  - They must do what you want, or reveal how you could convince them to do so
- On 10+, both.

## Recover

When you take time to catch your breath and tend to what ails you, spend 1 supplies and regain 5 hit points. You can't benefit from this move again until you take more damage.

When you tend to a debility or a problematic wound, say how. The GM will either say that it's taken care of or tell you what's required to do so (Defy Danger, spend supplies, Make Camp, find a certain item, etc).

## Run Away

When the whole party flees from danger, roll and add:

- -1 if anyone in the party is carrying more than their maximum load
- +1 if no one carries more than 2 load
- +1 if your route was planned in advance
- +1 if what you flee is slow or constrained

On a 10+, you get away but pick 1. On a 7-9, you get away but pick 1 and the GM picks another:

- The party has been split up
- You lost something as you fled (gear, treasure, hit points, your bearings, etc.)
- You've landed in some new sort of trouble
- You've escaped for now, but it's still out there looking for you

## Spout Lore

When you consult your accumulated knowledge about something, roll +INT. On 10+, the GM will tell you something interesting and useful on the subject. On 7-9, the GM will tell you something interesting — it's on you to make it useful. Either way, the GM might ask you "How do you know this?". Tell the truth.

## Volley

When you launch a ranged attack, roll +DEX. On 10+, you have a clear shot: deal damage. On 7-9, deal damage but choose 1 from the list below:

- You have to move or hold steady to take your shot, putting you in danger (the GM says what)
- Take what you can get: when you deal damage, you have disadvantage
- Deplete ammunition

## Last Breath

When you are reduced to 0 hit points or less by deadly harm, you catch a glimpse of what lies beyond the Black Gates of Death. The GM will ask you some questions about it.

Then roll (+nothing). On 10+, you've cheated death; you're no longer dying but you're still in a bad place. On 7-9, Death will offer you a bargain: take it and stabilise, or refuse and pass beyond the Black Gates into whatever fate awaits you.

On 6 or less, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.



# The Barbarian

- stranger
- wanderer
- survivor of an ancient race

## Name

## Race

## Look

## Drive

- **Contempt:** offend an NPC with your brutish ways.
- **Honour:** keep a promise made to an NPC
- **Melancholy:** let a problem escalate while you brood.
- **Pride:** refuse an order or request that is beneath you.

*If you do it, mark experience whenever you Make Camp.*

## Hit points

## Damage

d10



## Armour

*Each time you take damage, reduce it by your armour.*

Max 20

## Experience



*Mark when you roll 6 or less. Spend anytime: 1 for +1 after rolling, or 5 for an advance.*

## Gear

- Large sword (+1 damage)
- Axe (+1 damage)
- Flail (+1 damage)
- Mace (+1 damage)
- Hammer (+1 damage)
- Pair of short swords
- Pair of hatchets
- Pair of short spears
- Polearm (+1 damage)
- Thick hides or leather shirt (1 armour)
- Shield (+1 armour, +1 Readiness when you roll 7+ to Defend)
- Supplies (●●● uses)
- More supplies (●●● uses)

You also start with a dagger, and either ● a purse of coins, ● a skin of fine liquor, or ● a tooth or claw of an exotic beast.

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*Undefined*

*Your maximum load is 3. If you carry more, you become noisy, slow, hot, tired, and grumpy.*

# Starting moves

## Fighting Style

Choose one:

- **Mighty:** When you deal damage in melee or with a thrown weapon, it's forceful and messy. Increase your maximum load to 5 and mark another 2 boxes to start.
- **Graceful:** When you are unarmoured and unencumbered, any damage dealt to you that you could reasonably dodge or roll with gains disadvantage.

## Herculean Appetites

Choose two:

- answers
- bloody vengeance
- conflict and destruction
- discovery and wonder
- mortal pleasures
- superiority over others
- riches and glory

When you make a move in pursuit of your appetites, roll 1d6+1d8 instead of 2d6. If the d6 rolls higher, the GM will add a complication related to your heedless pursuits.

(When you have advantage or disadvantage, the extra die is a d6 and any complication is triggered only by the dice you keep.)

## Formidable

When you wade into battle undaunted and unflinching, gain 3 Presence. Spend 1 Presence during the fight to:

- Lock eyes with a soft-willed enemy: they flinch, hesitate or back off
- Challenge a worthy foe: they treat you as the greatest threat
- Utter a barbaric battlecry as you kill someone: their allies are impressed, dismayed or frightened

Lose any remaining Presence when you stop fighting, display cowardice, or hesitate.

## Stare Death In The Face

When you take your Last Breath, you have advantage. On 7–9, you make Death an offer instead of the other way around. If Death accepts, you are returned to life. If not, you die.

Choose one background:

### ● We Know Only War

When you first size up an ally or enemy, pick 1 to ask the GM:

- What's the biggest danger they pose?
- How are they weak or vulnerable?

When you surprise an enemy with a weapon hidden on your person, spend 1 supplies, add the hidden weapon to your gear, and gain advantage on your first roll against them.

### ● From A Grim And Darksome Land

When you Defy Danger to surmount a physical obstacle, you have advantage.

When you travel the wilds in perilous or difficult terrain, describe how you negate or easily overcome one challenge of the journey.

When you forage while others Make Camp in the wild, roll+INT. On 10+, gain 1d4 uses of supplies. On 7–9, the same, but some sort of trouble follows you back to camp.

### ● Last Of A Dying Race

Your people were long known for their (pick several): ● artifice ● beauty ● dark pacts ● decadence ● greed ● ferocity ● longevity ● magic ● nobility ● prowess ● size ● songs ● strength ● wickedness.

When you Parley and leverage your people's reputation, gain advantage. When you Spout Lore about your people, treat 6 or less as 7–9.

When you convert Undefined gear to something specific, you can produce items of your people which evoke your chosen traits.

# Advances

Spend 5 experience at any time to choose one.

## ●● Improved Stat

Increase any stat by 1 (max +2).

## ● Superior Stat

Increase any stat by 1 (max +3). (Requires Improved Stat and at least 1 other advance.)

## ● Paragon

Choose the other Fighting Style.

## ● My Love For You Is Like A Truck

When you perform a feat of physical prowess, name a witness whom you have impressed. You gain advantage on your next Parley with them.

## ● Mark Of Might

When you spend some time uninterrupted, 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.

## ● Samson

You can mark a debility to immediately break free of any physical or mental restraint.

## ● Throw Anything

You can Volley by throwing anything you can pick up. If it's unsuited to being thrown, roll+STR rather than +DEX.

## ● Wild Instincts

When you Discern Realities, you can always ask 'What should I be on the lookout for?' for free, even on 6 or less.

# Stats

Assign +2, +1, +1, +0, +0, -1.

Hint: Clerics do well with high Wis and Str.

