

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 disastrous.

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 Fighter

- gladiator
- bodyguard
- veteran
- thug

Name

Race

Look

Drive

- **Challenge:** enter a fight that you aren't sure you can win.
- **Glory:** show off in front of an NPC who can go on to tell your tale.
- **Peace:** settle a conflict or dispute without bloodshed.
- **Pride:** put someone in their place for disrespecting 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)
- Spear
- Short sword
- Staff
- Polearm (+1 damage)
- Crossbow and bolts (+1 damage) (● low ammo ● out of ammo)
- Leather shirt (1 armour)
- Breastplate (2 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 or ● a healing elixir (heal 10 hit points or a debility).



Undefined

Mark up to 6 square boxes. If you don't want to choose everything at the start, you can mark Undefined for now and decide later (common, mundane items only).

Your maximum load is 6. If you carry more, you become noisy, slow, hot, tired, and grumpy.

Starting moves

Weapon Specialisation

Pick two:

- **Sword:** When you Defend and spend Readiness to strike back at an attacker, deal damage normally (without disadvantage).
- **Mace:** When you deal damage, deal +1 (so +2 in total) and it's *forceful*.
- **Flail:** When you Hack And Slash, on 12+ your foe is knocked off their feet or disarmed (GM's choice).
- **Axe:** When you deal damage, deal +1 (so +2 in total) and it's *messy*.
- **Hammer:** When you deal damage, you have 2 *piercing* (ignore 2 armour).
- **Polearm:** When you Hack And Slash, on 12+ you can pick both choices.
- **Dagger/Knife:** When you deal damage while grappling your foe, ignore armour (unless they are *amorphous* — ask the GM).

Armoured

When you wear armour, ignore the *clumsy* tag.

Bend Bars, Lift Gates

When you use brute strength to overcome an inanimate obstacle, roll+STR. On 10+, you do it but choose 1. On 7–9, you do it but choose 2:

- It takes a while
- You cause unwanted damage or harm
- You make a lot of noise
- Mark a debility

Hard To Kill

When you take your Last Breath, you can choose to roll+CON instead of +nothing. On 12+, you regain 1 hit point.

Intimidating

When you Parley using violence or threats, you have advantage.

Choose one background:

Gladiator

When you dispatch a foe in a flashy or brutal way, choose 1:

- Name an enemy: you've got their attention
- Name an ally: you've given them an opening, and they have advantage if they act on it
- Name a witness: they will tell tales of you

When you take physical damage, you can spend 1 supplies to reduce its effects by 50%. Describe how your gear takes the brunt of it.

Noble Scion

Add a token of a noble's favour to your gear. When you convert Undefined gear to something specific, you can produce fine, expensive items (though not unique, obscure, or overly specific).

When you Spout Lore about nobility, royalty or their concerns, you have advantage.

Pledged Guardian

When you Defend, you don't need to spend Readiness to suffer the effects of an attack — just do it.

When you help someone Recover, add your WIS (or at least +1) to any hit points they heal.

Veteran Of The Wars

When you Make Camp, you don't need to remove your armour. You will wake from sleep, fully alert, at the first hint of trouble.

You start with an extra item of gear and your maximum load is 7 instead of 6. You also get an extra use out of supplies.

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.)

Iron Hide

You always get +1 armour.

Merciless

When you fight to kill, showing no mercy or hesitation, you deal damage with advantage.

Frosty

When you Defy Danger by keeping calm and carrying on, treat a 6 or less as 7–9.

Situational Awareness

When you Discern Realities, add these to the questions you can choose from:

- What is my enemy's true position?
- Who or what here is the biggest threat?
- What's the best way in/out/through/past?

When a fight starts, ask the GM one question from the Discern Realities list (without rolling). Gain advantage if you act on the answer.

Steely-Eyed

When you Defend, add this to the list of options for spending Readiness:

- Lock eyes with an enemy. They have disadvantage when rolling damage against you and your ward

Stats

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

Hint: Fighters do well with high STR and CON.

Strength

Weakened

disadvantage to STR and DEX

Dexterity

Intelligence

Dazed

disadvantage to INT and WIS

Wisdom

Constitution

Miserable

disadvantage to CON and CHA

Charisma