



The Heavy

Instinct

(Mark experience at the end of the expedition if you followed your instinct, or struggled with it.)

- Peace:** To avoid further bloodshed and violence.
- Pride:** To maintain your dignity and demand respect.
- Recklessness:** To act without thought for consequences.
- Trouble:** To stick your nose in where it's not welcome.
- Violence:** To solve problems by force.
- _____
- _____

MOTIVATION (Choose one to explain why you have come to the Westernmost Isle.)

Enforcer

Back home, you were the one responsible for keeping order and protecting others from threats. But the peace and quiet of the Grasslands has always felt somewhat colourless to you.

Now's your chance to make a difference where it really matters. Out here on the Westernmost Isle, your role as enforcer is less official – and so are the rules that you've learned to enforce. But everyone knows you've got a cool head and the weight to back up your words.

- ◆ When you bark an order or warning to PCs or NPCs, roll +Cha. On 7–9, they choose to do what you say, dig in, take cover, flee, or attack you. On 10+, you can also tell which one they're going to do, and make your move first, with advantage.

Outcast

You have always led a life of violence, with a name mothers used to scare their children. Eventually, you decided to break the rhythm of moving from settlement to settlement, escaping the justice of the law or the revenge of the mob – and you've come here, to the Westernmost Isle, where your traits might be more positively received, and where you can make a fresh start.

- ◆ When you Persuade using violence or threats, roll +Str instead of +Cha.
- ◆ If you take the Formidable move, you can roll +Str instead of +Cha.
- ◆ When you fight to kill without mercy or hesitation, deal +1d4 damage.

Storm-Marked

You were called to the Westernmost Isle by Tor himself – the Rainmaker, the Thunderhead, the Slayer of Beasts. Your skin bears Tor's runic markings, similar to those etched in the stones of his shrines back in the Grasslands.

When did the marks manifest? Are they a symbol of your strength, speed and courage? Or do they reflect an aspect of Tor himself?

- ◆ Ask the GM for the Storm Markings major arcanum. You start with this arcanum.
- ◆ Mark one of the boxes on the front of the card and tell everyone about the time you were struck by lightning and walked away unharmed.

Armour

Hit points

Max 20

Level

Experience

(Deduct your armour from each damage roll against you. If you ever have 0 hit points, you are at The Last Door.)

(Level Up when you have experience equal to 6 + twice your current level. Spend 2 surplus experience to Boost a roll by +1.)

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

Str _{ength}	Dex _{terity}	Int _{elligence}	Wis _{dom}	Con _{stitution}	Cha _{risma}
<input type="radio"/> Weakened (-1 Str & Dex)	<input type="radio"/> Dazed (-1 Int & Wis)	<input type="radio"/> Miserable (-1 Con & Cha)			

MOVES (You start with Dangerous, Hard To Kill, and either Armoured or Uncanny Reflexes.)

Armoured

At the start of each expedition, you may add an iron hauberk, bronze cuirass or scale coat to your gear. Each gives 2 armour. For any other armour you wear, and any shield you carry, mark only for each one (instead of). You never suffer disadvantage because of the weight or clumsiness of your attire.

Battle Frenzy

When you spill blood (yours or another's) and lose yourself in battle, you ignore fear, pain, mind control, and the effects of debilities as long as you keep fighting.

When the action stops, roll +Con. On 10+, regain 1d4 hit points. On 7-9, you need a few minutes' rest, but then you can continue. On 6 or less, mark a debility and don't mark experience.

Berserker

While you are in Battle Frenzy, your melee attacks hit everyone within reach, friends and foes alike. Roll damage separately for each target.

Bringer Of Ruin (level 6+)

When you roll 12+ to Clash and your opponent survives, name something they possess (their sword, their position, a limb, their dignity, etc.), but nothing that would kill them outright. Whatever you name, it is broken, shattered or lost. Describe how it happens.

Carved From Wood

Increase your maximum hit points by +4.

Cut From Granite (level 6+)

Increase your maximum hit points by another +2. Gain +1 armour.

Dangerous

When you deal damage, you have advantage.

Formidable

When you wade into battle, you can choose to roll +Cha. On 10+, pick both. On 7-9, pick 1:

◆ Lesser foes will quail, hesitate or flee before you

◆ Greater foes will focus on you, seeing you as the greatest threat

On 6 or less, you can still pick 1, but ask the GM what detail you've missed that really matters.

Frosty

When you Defy Danger by keeping calm and carrying on, on 10+ you can also ask the GM one of the Seek Insight questions, and gain advantage on your next move to act on the answer.

Stone Cold (level 6+)

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

Guardian

When you Defend, take 1 extra readiness token. Take 1 token even if you roll 6 or less (though you still suffer the usual consequences for a miss).

Steadfast Guardian (level 6+)

When you have any readiness tokens, you can always choose to suffer the damage or effects of an attack instead of the person you are defending. You don't need to spend a token to do it.

Improved Stat 1

Increase one of your stats by 1, to a maximum of +2.

Improved Stat 2

Increase one of your stats by 1, to a maximum of +2.

Superior Stat (level 6+)

Increase one of your stats by 1, to a maximum of +3.

Intimidating

When you Persuade with violence or threats, gain advantage.

Hard To Kill

When you are at The Last Door, you can roll +Con instead of +nothing if you choose. On 7-9, mark a debility of your choice to regain 1 hit point.

○ Unstoppable

When you are reduced to 0 hit points in battle, you can choose to keep fighting. Each time you would take further damage while at 0, instead take 1 mortality token. If something would heal you while you have mortality tokens, discard 1 token instead.

When you stop fighting, roll for The Last Door with a -1 penalty for each mortality token. If you survive, discard all the tokens.

○ Musclebound (Str +2 or higher)

Your hand-to-hand and thrown attacks are messy and forceful (they can knock opponents flying).

○ Mighty Thews (level 6+)

You can perform feats of extraordinary strength (bursting chains, smashing through a wall, heaving a boulder, etc.). When you do, pick 1:

- ◆ It takes a while
- ◆ You cause unwanted damage or harm
- ◆ Mark a debility

○ Payback

When you deal damage to a foe that has armed you or one of your allies, deal +1d4 damage.

○ Relentless

When you Clash and your enemy survives, gain advantage next time you Clash with them.

○ Nemesis (level 6+)

When you Clash and your enemy survives, all your future attacks against them deal +1d6 damage.

○ Situational Awareness

When you Seek Insight, add the following to the list of questions you can ask:

- ◆ Who or what here is the biggest threat?
- ◆ What is my enemy's true position?
- ◆ What here can I use as a weapon?

When a fight breaks out, ask the GM one question from the Seek Insight list.

○ Uncanny Reflexes

When you are unarmoured and carrying a light or normal load, any damage you take that you could dodge or roll with is at disadvantage.

○ Unfettered

When you are subject to physical or mental restraint, you may mark a debility to immediately break free of that restraint.

○ Terror On The Field

When you reduce an enemy to 0 hit points, describe how you take them out in a particularly brutal or impressive manner. Their allies are impressed, dismayed or frightened, and respond accordingly.

GEAR (Between expeditions, gear is kept at camp and available to anyone, except your personal possessions. At the start of an expedition, choose what to take, or mark Undefined and decide later.)

Weapons

- Dagger
- Hatchet
- Hammer
- Maul
- Staff
- Short spear
- Long spear
- Bow and arrows
(ammo: low all out)
- Extra arrows (ammo:
 plenty low all out)
- Shield
(+1 armour, bonus when you Defend)

Personal possessions

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Survival

- Supplies (uses: ○○○○)
- More supplies (uses:
○○○○)
- Even more supplies
(uses: ○○○○)
(Use supplies to Make Camp or Recover.)
- Mess kit
(requires fire and water; each use of
supplies counts for 4 people)
- Bedroll
(recover +1d6 when you Make Camp)
- Blanket
- 10m rope
- Cloak
- Change of clothes
- Shovel
- Snow-shoes
- Sledge
- Torch
(lasts about an hour)
- Oil lamp (hours: ○○○)
- Firewood
(lasts one full night)
- Thick hides
(1 armour, keeps you warm)

Others

- Undefined
(Mark at the start, then use Have What You Need during the expedition.)
- Pocket items
(Each allows you to mark up to 3 ○.)
- awk tallow
- bowstring tinderbox
- chalk waterskin
- charcoal whetstone
- clay jar whisky
- cloth whistle
- cord _____
- cup _____
- extra socks _____
- gloves _____
- knife _____
- little box _____
- needle and thread _____
- sack _____
- sawdust _____
- sling _____

(You can carry up to 9 . 0-3 = light, quick and quiet. 4-6 = normal. 7-9 = heavy, noisy, loud, slow, quick to tire.)

Weapons of war (Choose 2 to always be available.)

When you prepare for an expedition, you can choose from the regular gear list available to everyone, but you can also choose either of your weapons of war.

- Greatsword: +1 damage.
- Battleaxe: messy.
- Warhammer: 2 piercing.
- Mace: forceful.
- Flail: forceful.
- Crossbow and bolts: long range, +1 damage, 1 piercing, takes time to reload. (ammo: low all out)
- _____

_____ (discuss with GM)