



# The Would-Be Hero



## Instinct

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

- Defiance:** To refuse to back down or give up.
- Doubt:** To question your actions, your self-worth.
- Earnestness:** To prove yourself to others, and to yourself.
- Optimism:** To assume the best, and that things are simple.
- Sacrifice:** To put the needs of others above your own.
- \_\_\_\_\_
- \_\_\_\_\_

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

### Impetuous Youth

The Grasslands have always been your home, but you chafe at the demands of mundane life and have always longed for more. Excitement! Danger!

- ◆ When you make a move and you're not satisfied with the roll, you can change 6 or less into 7-9, 7-9 into 10+, and (if it matters) 10+ into 12+. If you do, pick 1:
  - ◆ You get injured (2d4 damage and an actual injury)
  - ◆ You cause collateral damage, endanger others or escalate the situation
  - ◆ Something you value is lost or breaks

The GM will fill in the details.

### Driven

You once led a simple life, but something happened. Something changed you, burdened you with terrible purpose. Pick 1:

- A loved one was killed or abducted
- Someone gave their life to save you
- Your idol sacrificed themselves to save many
- You stumbled upon a dark mystery
- You must make amends for a terrible mistake
- ◆ You always have the option to Boost a roll (spend 2 experience to add +1) even if you don't have enough experience to level.

### Destined

Fate has laid her hand upon you, and you are haunted by dreams and visions of your terrible purpose.

- ◆ When you start an expedition, roll +omen tokens. On 7-9, lose all omen tokens and the GM describes a dream, vision, or portent that points toward your fate. On 10+, also ask the GM a follow-up question and get a clear, helpful answer. On 6 or less, don't mark experience but take an omen token, and tell us of the nightmares you've been having and how your fears play into them. Keep omen tokens even between expeditions.
- ◆ When you are at The Last Door, ask yourself, "Is my destiny fulfilled?" If it is not, treat 6 or less as 7-9 and 7-9 as 10+.

Armour

Hit points

Max 16

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 +1, 0, 0, 0, 0, -1.)

<b>Str</b> ength	<b>Dex</b> terity	<b>Int</b> elligence	<b>Wis</b> dom	<b>Con</b> stitution	<b>Cha</b> 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 Anger Is A Gift and 2 other moves of your choice.)

### Anger Is A Gift

What makes you burn with righteous anger? Pick 1 or 2:

- |  |   |
|--|---|
| <input type="radio"/> Bullying, slavery and oppression         | <input type="radio"/> The despoiling of beauty and innocence      |
| <input type="radio"/> Wanton cruelty and unnecessary suffering | <input type="radio"/> Threats to your loved ones                  |
| <input type="radio"/> Injustice and inequality                 | <input type="radio"/> Violence to children, animals, the innocent |
| <input type="radio"/> Cowardice, treachery and selfishness     | <input type="radio"/> Perversions of nature                       |
|  | <input type="radio"/> _____                                       |

When you burn with righteous anger because of this, take 2 resolve tokens. Spend a resolve token to:

- ◆ Set aside fear and doubt to do what must be done
- ◆ Act suddenly, catching them off-guard
- ◆ Inspire allies or bystanders to follow your lead
- ◆ Strike hard (+1d4 damage, forceful)
- ◆ Keep your footing, position, and/or your course despite what befalls you

Discard any remaining tokens when you no longer burn with righteous anger.

### Speak Truth To Power

When you demand that someone does what is clearly good and right, you have advantage to Persuade. If they refuse, burn with righteous anger and take 1 resolve token.

### Better Part Of Valour

When you are outnumbered or facing a foe bigger than you, you have advantage to hide from, escape from or sneak past them.

### Undaunted (level 6+)

When you are outnumbered or facing a foe bigger than you, you get +1 armour and deal +1d6 damage.

When you first *take* this move, cross out Better Part Of Valour. When you first *use* this move, cross out 'Would-Be' on the front of your playbook.

### I Get Knocked Down

When you take damage despite your best efforts to avoid it, you can choose to halve the damage but pick 1 of the following:

- ◆ You lose something (footing, grip, etc.)
- ◆ Something on your person breaks
- ◆ You're out of it for a moment

Whatever you choose, the GM describes the details.

### But I Get Up Again

When you use I Get Knocked Down, you have advantage to your next roll against whatever dealt the damage, and your next blow against them does +1d4 damage.

### In Over Your Head

When another PC rescues you from danger, mark experience.

### Big Damn Hero (level 6+)

When you first leap into danger to protect someone, don't roll to Defend. Instead, treat it as though you rolled a 10+.

When you Defend, you can spend 1 readiness token to lock eyes with an attacker. They are so rattled that they have disadvantage on damage rolls against you and your ward for the rest of the fight.

When you first *take* this move, cross out In Over Your Head. When you first *use* this move, cross out 'Would-Be' on the front of your playbook.

### Iron Will

When you are subject to mind control or magic that affects your feelings, you can take 1d4 damage (ignoring armour) to disregard its influence.

## ○ Inquiring Minds

When you seek out and receive honest advice, gain advantage on your next roll to follow that advice.

### ○ Voice Of Experience (level 6+)

When another PC comes to you for advice and you tell them what you think is best, they have advantage on their next roll to follow that advice.

When you Seek Insight, you can always ask 'What is about to happen?' for free, even on 6 or less.

When you first *take* this move, cross out Inquiring Minds. When you first *use* this move, cross out 'Would-Be' on the front of your playbook.

## ○ Never Gonna Keep Me Down

When you have 5 or fewer hit points, any damage rolls against you have disadvantage.

Once per expedition, when you are at The Last Door, don't roll. You automatically get a 10+.

## ○ Resourceful

When you Defy Danger and roll 6 or less, ask the GM a question from Seek Insight after they describe what happens. Gain advantage on your next roll to act on the answer.

## ○ Something To Remember Me By

When you spend a readiness token (e.g. from Defend) to strike back at an attacker, deal +1d4 damage and scar, mark or diminish them in some way: describe how.

## ○ Tough Love

When you honestly think another PC is in the wrong and call them on it, they have disadvantage on any rolls against you until the two of you figure things out.

## ○ Underestimated

As long as you avoid overt hostility, no enemy will consider you a threat.

When you first make your move against an enemy who underestimates you, you have advantage.

## ○ A Force To Be Reckoned With (level 6+)

Any intelligent creature who looks you in the eye or hears the steel in your voice instinctively knows that you are a force to be reckoned with, and treats you appropriately.

When you Defy Danger against something trying to harm or constrain you, on 12+ you turn the tables on them. The GM will say how, or ask you to.

When you first *take* this move, cross out Underestimated. When you first *use* this move, cross out 'Would-Be' on the front of your playbook.

## ○ Up With People

When you converse with someone (PC or NPC), you can take 2 rapport tokens. If you do, they take 1 rapport token. During the conversation, spend 1 rapport token to ask the other player one of the following and get an honest answer:

- ◆ What weighs you down?
- ◆ What holds you back?
- ◆ What drives you forward?
- ◆ What lesson would you have me learn?
- ◆ What lesson do you think I could teach you?
- ◆ What do you truly think of me?

## ○ Versatile 1 (level 2+)

Choose a move from any other playbook, as long as you meet its requirements and can explain how you got that ability. You can't take Improved Stat or Superior Stat.

### ○ Versatile 2 (level 3+)

Choose another move from any other playbook, subject to the same restrictions.

### ○ Versatile 3 (level 3+)

Choose another move from any other playbook, subject to the same restrictions.

# 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.)

## Fear

What do you fear most? Pick 1 or 2:

- Fire, burning, the smell of charred flesh
- That they won't take you seriously
- That you aren't really cut out for this
- The death of your family or loved ones
- Being alone and helpless
- Violence, bloodshed and pain
- Monsters
- What you're capable of
- What you must do
- \_\_\_\_\_

## Potential For Greatness

Once per level, when you roll +stat and get a 10+, mark one of the following (in any order):

- Increase the stat you rolled by 1 (max +2)
- Increase the stat you rolled by 1 (max +2)
- Increase the stat you rolled by 1 (max +2)
- Increase the stat you rolled by 1 (max +2)
- Increase your max hit points by 4
- Increase your damage die to d8

If all the above are already marked, you may instead mark:

- Increase the stat you rolled by 1 (max +3)