

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 Wielder

- a fighter who is bound to a magical or cursed weapon

Name

Race

Look

Drive

- Dominance:** coerce someone with threats or violence.
- Exhilaration:** cause trouble for your allies by acting rashly.
- Mystery:** go out of your way to learn a secret.
- Victory:** defeat a worthy foe in single combat.

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

You are armed with your magical weapon (see Soul Bound), which you always fight with. It does not count against your maximum load.

- Leather or chain shirt (1 armour)
- Breastplate (2 armour, *etmsy*)
- Shield (+1 armour, +1 Readiness when you roll 7+ to Defend)
- Supplies (●●● uses)
- More supplies (●●● uses)

You also start with a knife or dagger, and either ● a purse of coins or ● a healing elixir (heal 10 hit points or a debility).



Undefined

Mark up to 5 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 5. If you carry more, you become noisy, slow, hot, tired, and grumpy.

Starting moves

Soul Bound

Pick one:

- **Crom Faeyr, hammer of the dwarven kings:** +1d4 damage, *forceful, loud*. When you roll 12+ to Hack And Slash, the hammer booms like thunder, stuns the enemy and sends them flying.
- **The Ebon Blade, a jet-black greatsword:** +1 damage, *messy*. When you kill a living, bleeding creature, regain 1d4 hit points.
- **Ironfang, an ornate spear of black steel:** +1 damage, *reach, thrown*. When you Volley, roll+STR instead of +DEX. You can return it to your hand simply by willing it.
- **Meofainn, an axe tempered in dragon's blood:** +1 damage, *messy, forceful, 3 piercing*. This axe cuts wood like it was clay, stone like it was wood, and steel like it was stone. When you roll 12+ to Hack And Slash, destroy something your enemy is wearing, wielding or carrying.
- **Sindarin, a slim crescent-moon blade:** +1 damage, ignores armour. When you Hack And Slash, roll +DEX instead of +STR. It can cut even spirits or insubstantial foes.
- **Urawhu, a barbed blade on a long silver chain:** +1 damage, *reach, thrown*. When you Hack And Slash, roll +DEX instead of +STR, and if you roll 12+, describe how you ensnare, trip or disarm your enemy.

Prowess

When you Defy Danger by running, jumping, climbing or tumbling, you have advantage as long as you are not over your maximum load.

Take The Measure

When you take a moment to size up an NPC, you can ask the GM 'What are they about to do?'

Armoured

You ignore the *clumsy* tag on armour you wear.

Choose one background:

● Cursed

When you unsheath your Soul Bound weapon, you have a vision of what is about to happen. Roll+WIS. On 10+, name an NPC who will die. On 7-9, name two NPCs: one will live and one will die, but it's unclear which. On 6 or less, someone will surely die, but who? Your vision always comes true.

When you Make Camp and reminisce about someone that you regret your weapon killed, mark experience.

● By My Own Hand Forged

When you have access to a forge, you can destroy any other weapon to add its magical powers and properties to your own.

When you convert Undefined gear to something specific, you can produce something finely crafted, even possessing minor magic, which you created yourself.

● Legacy

When you Spout Lore about the many honourable heroes who wielded your Soul Bound weapon before you, you have advantage.

When you tell a tale from your weapon's past while an ally Recovers, they recover extra hit points equal to your CHA.

● Vessel

Although it is not clear to others, your true soul is in the weapon, not the mortal vessel that wields it.

When you kill a living creature, gain 1 Sustenance (max 3). You must spend Sustenance instead of supplies to Recover or Make Camp.

When your vessel is dying, instead of Last Breath, roll+Sustenance. On 10+, your vessel survives and regains 1d6 hit points. On 7-9, your vessel survives and regains 1 hit point, but loses all Sustenance. On 6 or less, the vessel dies, and you are inanimate until the next mortal NPC becomes the new Wielder.

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.)

● Fight On

When you would be reduced to 0 hit points, you can choose to mark a debility instead.

● Snicker-Snack

When you fight to kill with your Soul Bound weapon, deal damage with advantage.

● Voices

When you consult the spirits within your Soul Bound weapon, roll+CHA. On 10+, they give you clear and useful insight, but may ask questions of you in return. On 7-9, pick 1:

- The insight they give is vague, cryptic or incomplete
- They make a demand of you

● Well Of Power

Pick one spell from the Wizard or Cleric playbook:

- _____

When you use your Soul Bound weapon to cast the spell, roll+CHA. On 10+, it works. On 7-9, it works but pick 1:

- You endanger yourself, an ally, or an innocent bystander
- You take an ongoing and cumulative -1 penalty to this move until you Make Camp

Stats

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

Hint: Wielders do well with high STR and DEX.

Strength

● Weakened

disadvantage to STR and DEX

Dexterity

Intelligence

● Dazed

disadvantage to INT and WIS

Wisdom

Constitution

● Miserable

disadvantage to CON and CHA

Charisma