

# NAME

*Human:* Darius, Jahan, Cyrus, Ogden, Norwin, Maeve, Isabela, Ansley, Joslyn, Hester.

*Dwarf:* Amund, Siggrun, Balthus, Halvard, Thorben, Sigrid, Vigdis, Edda, Solfrid.

*Elf:* Idris, Dai, Leolin, Meurig, Yorath, Aeron, Nerys, Bronwyn, Orla, Nigella.

# LOOK

distant eyes, somber eyes, crazed eyes

scarred scalp, well-kempt braids, overgrown mane

military dress, travelling clothes, patchwork armor

broken body, aging body, sinewy body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

# ALIGNMENT

- GOOD**  
Lead others to victory over the forces of evil.
- LAWFUL**  
Defend a bastion of civilization.
- EVIL**  
Force another to obey you, against their will.

# RACE

- HUMAN**  
You take +1 to the 'Recruit' move.
- DWARF**  
When using the 'Discern Realities' move, you may ask, "What is the weakness in this enemy/obstacle?"
- ELF**  
When you 'Undertake a Perilous Journey', all allies may take +1 forward to their respective rolls.

# BONDS

Fill in the name of one of your companions in at least one:

I am uncertain whether \_\_\_\_\_ is a sheep or a lion.

\_\_\_\_\_ is untested in battle but has the proper spirit.

I have bled with \_\_\_\_\_ and they have earned my trust.

\_\_\_\_\_ cares more for comfort than victory.

If I die alongside \_\_\_\_\_, I'll be in worthy company.

# STARTING MOVES

## A HEART EMBOLDENED

When you spend time rousing the spirits of your allies by word and deed, roll +Cha and choose one option. On a 10+, all of your allies are affected by the option you chose. On a 7-9, one ally you choose is affected by the option you chose. On a 6-, one ally you choose takes -1 forward.

- All chosen allies heal HP equal to 1 plus your bond with them.
- All chosen allies take +1 forward to 'Defy Danger'.
- All chosen allies take +1 forward to the 'Hack and Slash' or 'Volley' moves (allies choice).

## ESPRIT DE CORPS

When you spend time in conversation with an ally, planning for the dangers to come and raising their spirits, take 1 fellowship. Spend 1 fellowship to take +1 forward to your bond with an ally. Spend 2 fellowship to take +1 forward to your bond with all allies. This fellowship can be spent when using the 'Aid' or 'Helping Hand' moves or for use in any of the options of 'A Heart Emboldened'.

## HELPING HAND

When you help an ally using the 'Aid' move, that ally takes +bond forward instead of +1. Furthermore, you may 'Aid' an ally by encouraging them or offering advice over the din of battle.

## AN OUNCE OF LOYALTY

You take +1 to any roll +loyalty.



# THE WARLORD

LEVEL   
XP

## GEAR

Your load is 10 + Strength. You have Dungeon Rations (5 uses, 1 weight) and Chainmail (1 armor, 1 weight), and a badge of authority:

- A worn and dented medal.
- A fine sash of sun-bleached silk.
- A trophy gathered from a defeated enemy.
- A ribbon gifted by a long lost love.
- A brand or scarification that marks your skin.

Choose your armament:

- Short Sword (1 weight) and Shield (1 armor, 1 weight).
- Halberd (reach, +1 damage, two-handed, 2 weight)

Choose one:

- Adventuring Gear (5 uses, 1 weight)
- 2 Healing Potions (0 weight)

You do not begin with a Hireling, but may gain one during play:

Loyalty [ ]

Hireling Skills:

- Adept [ ]
- Burglar [ ]
- Minstrel [ ]
- Priest [ ]
- Protector [ ]
- Tracker [ ]
- Warrior [ ]

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### A SWEEP OF THE EYE

Gain the move 'Seeing Red' from the fighter class list.

### BORN COMMANDER

Gain the move 'I am the Law' from the paladin class list.

### BEST LAID PLANS

When you 'Bolster' for a month, all of your allies take 1 Preparation as well.

### COMRADES IN ARMS

When you use the 'Defend' move on an ally, you may roll +bond instead of +CON.

### FORM UP, ON ME!

Add the following to your list of options for 'A Heart Emboldened':

- All chosen allies take +bond armor until the next time damage is dealt to them (even if no hp loss is suffered).

### LED BY A LION

When you use the 'Hack and Slash' move on an enemy, the next ally to attack that enemy takes +1d4 forward to damage against that enemy.

### KNIGHT COMMANDER

You ignore the Clumsy tag on armor you wear.

### PLY A BLOODY TRADE

(Replaces An Ounce of Loyalty) You take +2 ongoing to any roll +loyalty.

### RALLYING CRY

When you call out over the battlefield to focus the ire of your comrades. Roll +Int. On a 10+, an ally may immediately make a 'Hack and Slash' or 'Volley' move if able. On a 7-9, you put yourself in danger and an ally may make the above moves, but cannot roll greater than a 7-9. Even if they roll 10+, it is treated as 7-9. On a 6-, both you and your ally are put in danger.

### TO HIM WHO WILL TRY

When you use 'A Heart Emboldened', on a 7-9, you may choose two allies.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### DARE MIGHTY THINGS

When you use 'A Heart Emboldened', choose two options instead of one.

### LEAD FROM THE FRONT

Add the following to your list of options for 'A Heart Emboldened':

- All Chosen allies take +bond forward to damage.

### KNOW YOUR ENEMY

(Requires Led by a Lion) When you use the 'Hack and Slash' move on an enemy, all allies take piercing against that enemy equal to your +INT.

### A LIST OF THINGS THAT WONT HAPPEN

(Replaces Best Laid Plans) When you Bolster for two weeks, you gain 3 Preparation and all of your allies gain 1 Preparation.

### BLOOD AND TRIUMPH

When you bring an enemy to 0 hp with a 'Hack and Slash' or 'Volley', you may choose one option from 'A Heart Emboldened' and put it into effect on all allies

### WHO LEADS, MUST SERVE

Choose one move from the bard, fighter or paladin class list.

### BAND OF BROTHERS

At the beginning of each game session, you receive 1 fellowship for 'Esprit de Corps' for each other player character in your party.

### CHAMPION AND COMPANION

Any ally with whom you have a bond of 2+, may choose to redirect an attack made against you to themselves.

### FEW AGAINST MANY

While you and your allies are outnumbered, you take +1 to any roll +CHA.

### WAR CRY

When you use 'A Heart Emboldened', and roll a 12+ you may choose an additional option from those available.