

Name: Józef of Voros Ko Csarnokok	Look
Background: Warrior (Defender, Veteran, Caver [A])	

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (0)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
15	13	17	15	9	8
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
+1	+1	+2	+1	0	-1
STR	DEX	CON	INT	WIS	CHA

Damage	d8	Armor	2	HP	18	Max HP	27	Level	5	XP	11
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Alignment

Good: Defend those weaker than you

Race

Dwarf: When you take the damage meant for someone else, you get +1 armour.

Bonds (Max 4)

FILL IN FOUR OF THESE WITH ANOTHER PC NAME, THEN DELETE THE REST AND THESE INSTRUCTIONS

_____ gave me food and shelter when I had nothing.

_____ got me involved in a questionable adventure and I'm having second thoughts about it now.

__Alexei___ is a brave soul, I have much to learn from them.

_____ is always getting into trouble—I must protect them from themselves.

_____ owes me their life, whether they admit it or not.

_____ was once my enemy, but we've since reconciled.

I have sworn to protect __Irene___.

I worry about the ability of _____ to survive in the dungeon.

_____ proved a worthy ally in the last war, even considering that one mistake they made.

_____ saw me kill someone important.

Me and _____ were both hired by a boss who turned on us.

_____ is on their own. There's no defending that one.

I have sworn to guide and protect _____, because of what they have done.

_Narbo___ shares my thirst for adventure.

This isn't the first time Avgust and I have been in a mess together.

Gear (Max Load 25)

Chain Armour (1 armour, worn, 1 weight)

Shield (+1 armor, 1 weight)

Axe (close, 1 weight)

Hunter's Bow (near, far, 1 weight)

Bundle of arrows (5 ammo, 2 weight)

Dwarvens Hardtack (rations, 23 uses, 3 weight)

Adventuring Gear (5 uses, 1 weight)

Dwarven Blasting Powder (2 uses)

Satchel

Lantern (uses oil, Light 3, 1 weight)

Moves

(Cut and paste new moves here as you earn them)

Meatshield

When you are engaged in close combat with an enemy and they make an offensive move against someone else, you may intercept it. Their move affects you instead of its intended target.

The Good Soldier

When you aid an ally in a fight, they take +2 instead of +1 as well as +1d4 damage forward. When a hireling aids you in a fight, you deal an additional +1d4 damage.

Dungeon Crawl

When you defy danger to get through a difficult or dangerous passageway, on a hit, you may bring one of your companions through with you safely. Whatever you roll, you may sacrifice a piece of your gear to ignore a consequence—whichever piece is most readily at hand or makes the most sense. If this is adventuring gear that is still undefined, say what it is now.

Rope Tricks

With time and room to use your rope, you can safely traverse a dangerous environment (don't roll) and take others with you, provided they follow your instructions. You can also use your rope as a weapon (reach, near, forceful) that does stun damage.

Lynx-Eyed, Like Burning Coals

Your eyes cut through the night and you need bring neither lamp nor torch to see in even the most Stygian darkness.

Protection

When you defend, you take +2 armour forward.

Martyr's Shield

Replaces: Meatshield. When anyone within your reach either makes or is subject to an offensive move, you may intercept it. The move affects you instead of the intended target.

Note: Max HP = 10+Constitution; Max Load = 12+STR

Oil x 2 (2 uses, 2 weight)
Awesome, really good rope (+1, 1 weight)

200 coins
Skin of Wine (1 use, 1 weight)
TOTAL WEIGHT: 17

Advancement

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

Bug Eater

When you make camp in a cave, or undertake a perilous journey through a cave, you do not need to consume any rations. If you act as quartermaster underground, you automatically succeed as if you had rolled a 10+, and you may take on a second job as well.

Lynx-Eyed, Like Burning Coals

~~Your eyes cut through the night and you need bring neither lamp nor torch to see in even the most Stygian darkness.~~

Mental Map

You have perfect recall of the places you have explored. You can always find your way back to an underground location you have been to, without considering it a perilous journey. If anything has changed since your last visit, you spot it right away.

Rope Tricks

~~With time and room to use your rope, you can safely traverse a dangerous environment (don't roll) and take others with you, provided they follow your instructions. You can also use your rope as a weapon (reach, near, forceful) that does stun damage.~~

Tremors

You can feel vibrations echoing through the earth. You can never be ambushed or surprised underground, even in the dark. When an enemy, trap, or accident would get the drop on you, you get to act first unless they never touch the earth.

Bodyguard

When you are protecting a client, add these to the list of discern realities questions:

- How can I get my client out of here?
- What does my client intend to do now?
- What here poses the greatest threat to my client?

Martyr's Shield

~~Replaces: Meatshield. When anyone within your reach either makes or is subject to an offensive move, you may intercept it. The move affects you instead of the intended target.~~

Protection

~~When you defend, you take +2 armour forward.~~

Staunch Defender

When you defend, you get +1 hold, even on a miss.

A Little Help From my Friends

When you successfully aid someone, you take +1 forward as well.

Scout When you spout lore about a military unit or situation you have observed, you may use WIS instead of CHA. Anyone acting on your information takes +1 forward.

Setup Strike When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage.

Skirmisher When you enter a battle, roll+WIS. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 anyway, but take -1 forward and your enemies see you as their main threat. During the battle, spend a hold to:

- Choose a character that can see or hear you and direct them out of a bad position.
- Choose a character within your reach and lure them into a bad position.
- Choose a character within your reach and redirect their attack.
- Choose a character you can see or hear. You reach them before they can react.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Cavedancer

When you use the natural formations of a cave to your advantage, take +1 to defend and defy danger.

Cavespeaker

Requires: Tremors. When you ask a cave about someone or something else inside it, roll+INT. On a 10+, the cave tells where it is, what it's doing, and answers any one question you ask about it. On a 7-9, the cave tells you either where it is or what it's doing.

Strange Medicine

Requires: Bug Eater. When you have time to gather supplies in a natural cave, you can prepare a poultice that will heal one debility next time you make camp.

Impervious Defender

Replaces: Staunch Defender. When you defend, you get +1 hold, even on a miss. On a 12+, instead of getting hold, the nearest attacking creature is stymied, giving you a clear advantage. The GM will describe it.

Over My Dead Body

Replaces: Protection. When you defend, you take +3 armour forward.

Superior Bodyguard

Replaces: Bodyguard. When you discern realities while protecting a client, you may also ask the GM one of these questions, even on a miss:

- How can I get my client out of here?
- What does my client intend to do now?
- What here poses the greatest threat to my client?

You may also ask any of these instead of a question from the discern realities list.

Battle Plans

When you make a plan before a battle, roll+WIS. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 anyway, because you'll need it when everything goes to hell. Spend a hold at any time before the end of the battle to declare a plan of action. Anyone pursuing that plan of action takes +1 forward.

Tactical Commander

When you direct a unit of troops in the heat of battle, roll+CHA. On a 10+, choose three results from the list below. On a 7-9, choose two. On a miss, choose one anyway, but take -1 forward and your enemies see this unit as their main threat.

- Choose a hazard on the battlefield: Your unit avoids it.
- Choose a location within reach: Your unit gets to it or deep into the troops defending it.
- Choose an enemy unit within reach: Your unit engages them and pins them down.
- Choose an enemy unit you are engaged with: Your unit breaks contact in an orderly fashion.
- You rally them: No member of your unit is shaken or routed.

Tandem Strike

Replaces: Setup Strike. When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

Veteran Scout Requires: Scout. When you undertake a perilous journey, you always spot trouble in advance, as if you had rolled 10+ for scout. You can take on a second job, roll for it as normal.