The Barbarian

Level:

XP: ❑ (Next level at __+current level)

Name: _____

Given Name: *Gorm, Si-Yi, Priscilla, Sen, Xia, Anneira, Haepha, Lur, Shar, Korrin, Nkosi, Fafnir, Qua, Sacer, Vercin'geto, Barbozar, Frael, Thra-raxes, Sillius, Sha-Sheena, Khamisi*
Title: *the Glorious, the Hungry, the Irascible, the Undefeated, the Gluttonous, Foesmasher, Bonebreaker, the Mirthful, the Melancholic, All-Mighty, the Giant, the Triumphant*

Alignment

❑ Chaotic
Eschew a convention of the civilized world.

❑ Neutral
Teach someone the ways of your people.

❑ Evil
Abandon someone weaker than you to their fate.

❑ _____

_____

Starting Moves

Choose one of these to start with:

❑ Full Plate and Packing Steel
You ignore the clumsy tag on armor you wear.

❑ Unencumbered, Unharmed
So long as you are **below your Load and neither wear armor nor carry a shield,** take +1 armor.

You also start with all of these:

Musclebound
While you **wield a weapon** it gains the forceful and messy tags.

What Are You Waiting For?!
When you **cry out a challenge to your enemies,** roll+CON. *****On a 10+ they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them. *****On a 7–9 only a few (the weakest or most foolhardy among them) fall prey to your taunting.

Herculean Appetites
Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites:

- ❑ Pure destruction
- ❑ Power over others
- ❑ Mortal pleasures
- ❑ Conquest
- ❑ Riches and property
- ❑ Fame and glory
- ❑ _____
- ❑ _____

While **pursuing one of your appetites** if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. If the d6 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

The Upper Hand
When you **take your Last Breath,** take +1. *****On a 7–9 you make an offer to Death for your life, instead of the other way around. If Death accepts you will be returned to life. If not, you die.

Look

BODY: *Mighty thews, Long shanks, Scrawny, Supple, or* _____
EYES: *Tormented, Haunted, Wild, Shrouded, or* _____
DECORATION: *Tattoos, Bejeweled, Unmarred, or* _____
CLOTHES: *Silks, Scavenger's, Weather-inappropriate, or* _____

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

STR ○		**INT** ○	
Strength:	**Weak ❑ -1**	**Intelligence:**	**Stunned ❑ -1**
DEX ○		**WIS** ○	
Dexterity:	**Shaky ❑ -1**	**Wisdom:**	**Confused ❑ -1**
CON ○		**CHA** ○	
Constitution:	**Sick ❑ -1**	**Charisma:**	**Scarred ❑ -1**

HP Max: HP:

Max HP = 8 + Constitution

Damage: D10 + Armor:

Tags:

Race

❑ Outsider
You may be elf, dwarf, halfling, or human, but you and your people are not from around here. At the beginning of each session, the GM will **ask you something about your homeland,** why you left, or what you left behind. If you answer them, mark XP. Example questions:

- *Who/What drove you from your homeland and stalks you still?*
- *What are you honorbound to have before returning to your people?*
- *What custom of your people have you sworn to uphold even though it is taboo in these lands?*

❑ _____

_____

Bonds

Max Bonds: 4

I'll learn _____'s strange ways in order to become stronger.
_____ is puny—I won't count on them when things get rough.
I'll show that _____'s mystical arts are not to be trusted.
_____ shares my hunger for glory, together we'll make our names a source of fear and trembling!

_____

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Gear

You start with:
Dungeon Rations (ration, 5 uses, 1 weight), Uses left: ❑ ❑ ❑ ❑ ❑
Dagger (hand, 1 weight)
Token from your travels or homeland: _____
Choose your weapon:
❑ **Axe** (close, 1 weight) and **Shield** (+1 armor, 2 weight)
❑ **Battered Greatsword** (close, two-handed, +1 damage, 2 weight)
Choose one:
❑ **Chainmail** (worn, 1 armor, 1 weight)
❑ **Adventuring Gear** (5 uses, 1 weight), Uses left: ❑ ❑ ❑ ❑ ❑
& **Dungeon Rations** (ration, 5 uses, 1 weight), Uses left: ❑ ❑ ❑ ❑ ❑

Coin: ___ **Load: ___ / ___**
(100 coin = 1 weight) (Your Load is 8+STR)

_____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ _____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Advanced Moves (Level 2+)

❑ Smash!
When you **Hack & Slash,** on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

❑ Eye for Weakness
When you **Discern Realities** add "What here is weak or vulnerable?" to the list of questions you can ask.

❑ My Love for You is Like a Truck
When you **perform a feat of strength,** name someone present whom you have impressed and take +1 forward to parley with them.

❑ Still Hungry
Choose an additional appetite.

❑ On the Move
When you **Defy a Danger caused by movement** (maybe falling off a narrow bridge or rushing past an armed guard) take +1.

❑ Usurper
When you **prove yourself superior to a person in power,** take +1 forward with their followers, underlings, and hangers on.

❑ Wide-Wanderer
You've traveled the wide world over. When you **arrive someplace** ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

❑ Khan of Khans
Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment.

❑ Samson
You may take a debility to immediately break free of any physical or mental restraint.

❑ Indestructible Hunger
When you **take damage** you can choose to take -1 ongoing until you sate one of your appetites instead of taking the damage. If you already have this penalty you cannot choose this option.

❑ What is Best in Life
At the end of a session, if during this session you have **crushed your enemies, seen them driven before you, or have heard the lamentations of their kinfolk** mark XP.

❑ Appetite for Destruction
Take a move from the Fighter, Bard, or Thief class list. You may not take multiclass moves from those classes.

Advanced Moves (Level 6+)

❑ A Good Day to Die
As long as you **have less than your CON in current HP** (or 1, whichever is higher) take +1 ongoing.

❑ Mark of Might
When you take this move and **spend some uninterrupted time reflecting on your past glories,** you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc.) Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

❑ War Cry
When you **enter battle with a show of force** (a shout, a rallying cry, a battle dance), roll +CHA. *****On a 10+ both. *****On a 7-9 one or the other.
- Your allies are rallied and take +1 forward.
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon)

❑ More! Always More!
When you **satisfy an appetite to the extreme** (destroying something unique and significant, gaining enormous fame, riches, power, etc.) you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

❑ The One Who Knocks
When you **Defy Danger,** on a 12+ you turn the danger back on itself, the GM will describe how.

❑ For the Blood God
You are initiated in the old ways, the ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc) value—gold, blood, bones or the like. When you **sacrifice those things as per your rites and rituals,** roll+WIS. *****On a 10+ the GM will grant you insight into your current trouble or a boon to help you. *****On a 7-9 the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon. *On a 6-, you earn the ire of the fickle spirits.

❑ Healthy Distrust
Whenever **the unclean magic wielded by mortal men causes you to Defy Danger,** treat any result of 6- as a 7–9.

❑ Kill 'Em All
Requires: Appetite for Destruction
Take another move from the Fighter, Bard, or Thief class list. You may not take multiclass moves from those classes.