

# INVENTORY

Items take up slots equal to their *load*. If *burdensome*, they must go in a BURDENED slot.

## CARRIED (in your hands)

\_\_\_\_\_  
\_\_\_\_\_

## HANDY (can be drawn/retrieved quickly)

\_\_\_\_\_  
\_\_\_\_\_

ENCUMBERED

## WORN (on your torso, more or less)

\_\_\_\_\_  
\_\_\_\_\_

ENCUMBERED

ENCUMBERED

BURDENED\*

## PACK (if you have one; takes time to retrieve)

\_\_\_\_\_  
\_\_\_\_\_

ENCUMBERED

ENCUMBERED

BURDENED\*

BURDENED\*

## GEAR (0-load items)

## WEALTH

## OTHER RESOURCES (not carried)

\*If any of these are filled, mark the BURDENED condition.

# BONDS

Write a bond with each PC, plus 2 NPCs from your backstory. Use one of these example bonds or make up your own.

- My god has plans for \_\_\_\_\_. I must guide them to their fate.
- \_\_\_\_\_ is a member of my flock. I shall set them a fine example.
- \_\_\_\_\_ has insulted me & my god. I am yet to forgive them.
- I find \_\_\_\_\_'s ways strange yet intriguing. I must learn more.
- \_\_\_\_\_ is a good soul, despite our differences. I call them friend.
- [An experience with, opinion of, or statement of fact about \_\_\_\_\_]. [Your intent towards and/or feelings about them.]

# ADVANCEMENTS

To mark a new advancement, spend XP equal to 10 + your current number of advancements. Mark each when you take it; you can't take the same one twice.

Each time you mark an advancement, you can rewrite one of your traits.

- +1 to any stat and gain an extra trait for that stat
- +1 to any stat and gain an extra trait for that stat
- +1 to any stat and gain an extra trait for that stat
- Take an extra KEY
- Take another **TEMPLAR MOVE**
- Take another **TEMPLAR MOVE**
- Take a move from another playbook
- Take a move from another playbook
- Gain an acolyte (a FOLLOWER) and pull rank
- Gain a **RETINUE** from your order and pull rank

After your 5th advance, you can also choose these:

- Retire to safety
- Create a second character & play that one too
- Change playbooks
- Gain a **DESTINY** move

## XP:

# THE TEMPLAR

MY ORDAINED NAME IS: [Brother/Father/Mother/Sister] \_\_\_\_\_ MY TRUE NAME IS: \_\_\_\_\_

For your name: pick a normal name of religious significance and add/remove/change a letter or two.  
e.g. *Jahn, Caul, Veteer, Enreham, Kavid, Yzif, Hachel, Kazerine, Muirie, Thorosa, Latimeh*

For your true given name, pick a normal name and change a letter or two. For your family name, pick a commonplace noun or profession and maybe change a letter or two. Consider adding a prefix or suffix, like "von," "dan" or "-berg."

MY GENDER male female ambiguous concealed

I AM... young and eager well weathered with age still hale & hardy despite my years

MY SKIN IS... bronzed chestnut coppery ebony olive ivory ruddy sunburnt swarthy tawny

MY EYES ARE... calm judging kind knowing seeing something you don't squinting stern tired

AND I KEEP MY HAIR... cut short dyed a distinctive, sacred color shaved tonsured uncut and elaborately braided

# DEITY, ORDER, AND BACKSTORY

YOU SERVE THE DEITY... Asenthia Balashi Ekurzakir Ku-Aya Lindanur Tor Ubalnu Zeramon

Whose sphere of influence includes... (pick 2)

civilization, law, order, governance

life, birth, growth, the natural world

a season or weather: \_\_\_\_\_

trade, travel, exploration

skill, artistry, craft, creation

death, destruction, endings

love, romance, fertility

conquest & bloody warfare

knowledge, secrets, mysteries

an animal: \_\_\_\_\_

honor, duty, sacrifice, family

And who deems the following anathema: (pick 2)

the despoiling of purity & beauty

treachery, cowardice, & oathbreaking

followers of another deity: \_\_\_\_\_

the perversion of nature

greed, gluttony, & lust

tyranny & oppression

the harm of innocents

wanton destruction, chaos, & ruin

kin-slaying

arrogance, hubris, & vanity

the harm of a people: \_\_\_\_\_

Your deity is... (pick 1)

well-known but little-worshipped

widely worshipped

obscure & misunderstood

publically reviled

all but forgotten

Among its mysteries are that it... (pick 1 or 2)

is but one aspect of a different god

is always present in some mundane thing

was once mortal

was once killed but reborn

is imprisoned for all time

is sustained by prayer & sacrifice

walks the world in mortal guise

stole its power from another god

YOUR SACRED ORDER, which serves your deity, is known as \_\_\_\_\_

Combine 2+ in any order: <an animal(s)> / Blades / Brothers / Chalice / Church / Circle(s) / Day / Dome / East(ern) / Eye(s) / Eternal / Fist / Flame / <a metal> / Name / Night / <a number> / of / Hand(s) / Holy / Knights / Light / Mask / Mighty / Moon / Mountain / North(ern) / Order / Radiant / 's / Sacred / Secret / Sisters / South(ern) / Star(s) / Sun / Sword(s) / Temple / the / Tree(s) / True / Vigilant / West(ern) / Word / <your deity's name>

The order is set apart by... (pick 2-3)

strict taboos and ritual ablutions

self-flagellation & aesthetic living

knowledge of a profound & esoteric mystery

vows of obedience, poverty, and chastity

ritual piercings, scarring, or tattoos

a secret sign or pass phrase known only to initiates

distinctive robes, tabards, or heraldry

Its strengths include... (pick 4)

political influence

discretion & stealth

troves of lore

skilled warriors

holy relics

fortifications

chapters everywhere

popularity & high regard

lands & wealth

mystical inclinations

legal authority

But alas it is also... (pick 2-3)

opposed by powerful enemies

riddled with heresy, diabolism, and/or madness

overzealous and unable to compromise

led by the corrupt & ambitious

small & scattered

considered heretical

bound by sworn obligations

squabbling & fractious

tradition-bound & slow to act

crumbling & destitute

short-sighted

**BACKSTORY:** start with 1d6 Wealth, 1d6 Supplies on hand, a suit of armor (heavy or light), a backpack, and up to 4 of these: shield sword mace or hammer staff maul books of lore robe of pockets silver symbol of your deity

You came to be a templar... (pick 1):

after your deity delivered you from certain doom

to gain personal power & prestige

to heed a calling in your soul

when you were picked by the elders of your faith

as I was raised to be

And you are here... (pick 1 or 2)

following a portentous vision

to establish a new temple & gain converts

because your temple or cloister is here

at the behest of your superiors to perform a dangerous mission

as part of a pilgrimage important to your faith

# STATS (start with Clever □, Dangerous □, and Steady □□; add 2 more □s as you see fit)

Mark a stat box to...

...add +1 to a one of these moves...

...or ask one of these questions and take +1 forward to act on the answer.

## CLEVER

  

- Observe
- Overcome by puzzling it out
- Pursue by following their trail
- Get answers via research or recall

- what here is out of place?
- what here is useful/valuable to me?
- what's about to happen?

## DANGEROUS

  

- Manipulate with threats of violence
- Assault
- Fight

- who or what is the biggest threat?
- how is \_\_\_ vulnerable?

## PHYSICAL

  

- Evade a physical threat
- Resist an assault on your body
- Overcome a physical obstacle
- Pursue by chasing them down

- where is \_\_\_ relative to me?
- what's the best way in/out/around/through?

## SOCIAL

  

- Observe people or groups
- Manipulate via persuasion or guile
- Evade inquiry or suspicion
- Get Answers by asking around

- what does \_\_\_ want?
- what is \_\_\_ really feeling?
- who's really in control here?

## STEADY

  

- Assault with an *aimed* weapon
- Resist
- Overcome a condition or spell
- Take a Risk

- what just happened here?
- what (else) should I be on the lookout for?

# TEMPLAR MOVES (get Censure plus 2 more Templar moves, or 1 Templar and 1 background move)

- CENSURE** - You can always ask the GM "what here is anathema to my deity?" You can use **Abjuration** or **Warding** against anything that is anathema to your deity, even if they are otherwise mundane.
- AEGIS** - You get +1 Armor ongoing vs. any foe that is anathema to your deity, as does any group you lead. You can expend your aegis to negate an instance of suffering harm, but lose this move until you ritually sanctify yourself.
- COMMUNION** - When you perform the ecstatic rites of your order, ask your deity one question. They will show you the answer to the best of their knowledge, but might dictate a task in return. Take +1 ongoing to complete that task.
- CONSECRATION** - When you bless an item, it repels and harms (+1 harm AP) anything anathema to your deity.
- DOMINION** - You can use **Tempest** and **Summoning**, but only on spirits & powers within your deity's portfolio.
- MALEDICTION** - You can Hex anyone your deity deems anathema or who has violated something sacred to your deity.
- SACRED RITES** - You can work High Magick within your deity's portfolio, but the spell requires at least 1 of these: a site or offering sacred to your deity // a number of fellow initiates to assist you // a significant event or holy day
- SUCCOR** - When you call another by their true name, mark 1 Steady to pick 1: stabilize their wounds // restore their HP // clear their *roughed up* boxes // clear a condition (not *maimed*, *wounded*, or *burdened*). They can't benefit from this move again until they Rest & Relax.
- BATTLE TESTED** - Pick a Warrior move \_\_\_\_\_  \_\_\_\_\_

# TRAITS (pick 1 trait per box in each stat)

Mark a trait to add +1 to a relevant roll, but only if everyone at the table agrees the trait applies.

- Contemplative, Experienced, Hard to Fool, Inquisitive, Insightful, Intuitive, Know Thy Enemy, Learned, Perceptive, Practical, Prudent, Sharp-Eyed, Thinks It Through, Wise
- Aggressive, An Instrument of Wrath, Battle Hardened, Has Faced This Before, Grim, Imposing, Judgmental, Monster-Hunter, Shepherd the Flock, Suffer No Evil, Uncompromising,
- Big as an Ox, Clever Fingers, Fit, Iron Constitution, Long-Limbed, Old Campaigner Surprisingly Graceful, Supple, Stocky, Strong of Arm, Sturdy, Tireless, Trim, Vigorous
- Attractive, Authoritative, Compassionate, Cultured, Earthy, Fiery, Forthright, Friendly, In the Know, Political, Sonorous Voice, Stately, Stern, Tactful, Well-Spoken
- Ardent, Austere, Composed, Constant, Devoted, Dutiful, Harmonious, Impassive, Inflexible, Intense, Level-Headed, Orderly, Peaceful, Steadfast, Still, Stoic, Zealous

# INFLECT HARM

When you inflict harm, roll 3d6. If you inflicted harm...  
 - On something anathema to your deity, take the best die  
 - With a sturdy weapon, take the middle die  
 Otherwise, take the worst die

# HARM & CONDITIONS

When you suffer harm, the GM tells you how much and describes it, along with the effects of any tags (e.g. *forceful*). Subtract your Armor, if any.



ARMOR

You can reduce the harm by 1 by picking one of these. If you want, you can ask the GM to pick one as well.

- Lose your footing or position
- Lose your grip
- Something on your person breaks
- You're out of it for a moment
- Tap Steady or a fitting quality
- Mark a condition (other than *burdened*):

- MISERABLE
- FURIOUS
- CONFUSED
- SCARED
- EXHAUSTED
- BURDENED

Whatever harm is left, mark that number of boxes:

ROUGHED UP

OUT OF THE ACTION

- WOUNDED\*
- MAIMED\*
- DYING\*
- DEAD

\* Describe the injury below with a  next to it. Mark the box when it's stabilized, cross it off when it heals.



# KEYS (pick 2)

The first time you hit a key in a scene, mark 1 XP or unmark one  from a stat or trait.

- AMBITION** - gain recognition or a debt from a superior
- CHARITY** - bring relief to someone who is suffering
- CRUSADE** - defeat an enemy of your faith
- EVANGELISM** - teach an NPC the tenants of your deity
- INQUISITION** - reveal the falsehoods or failings of another
- TEMPERANCE** - alienate an NPC by refusing to indulge
- PRESERVATION** - safeguard a thing of or place of beauty
- ORTHODOXY** - start trouble by adhering strictly to doctrine
- \_\_\_\_\_
- \_\_\_\_\_