

STATS (start with Dangerous ☐☐, Physical ☐, 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?

WARRIOR MOVES (you get Formidable, plus 2 Warrior moves or 1 Warrior and 1 Background move)

FORMIDABLE - You get +1 ongoing to Fight in physical combat.

DEATH BY TEACUP - When you Inflict Harm unarmed or with a makeshift weapon, pick the best die (not the middle).

HOLD YOUR GROUND - When you dig in to hold an area, mark Steady to hold 3 *resolve*. Spend *resolve* in lieu of marking a stat or trait as long as you maintain your position.

METTLE - When you Resist and *you're braced for it*, add +2 (instead of +1) and treat a miss as a 7-9.

NO ONE LEFT BEHIND - You never need to Push Yourself to help or protect an ally.

NOT AS BAD AS IT LOOKED - When you Catch Your Breath, also clear 1 *roughed up* box.

OH NO YOU DON'T - While you have a foe engaged in battle, they can't break off or attack another else unless allow it.

SUPERIOR - When you roll 12+ to Fight, pick 3 options, one of which can be: *-Impress, dismay, or frighten your foes.*

VETERAN INSTINCTS - When a fight starts, ask the GM an Observe question from any stat for free. Take +1 forward to act on the answer.

WE HAPPY FEW - When you (or a group you lead) are outnumbered, inflict +1 harm.

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.

_____ Alert, Always Plans Ahead, Cunning, Ready for Anything, Sharp Senses, Smart than I

_____ Look, Suspicious, Tactical, Unpredictable, Vigilant, Well Educated, World Weary

_____ Bloodthirsty, Drills Constantly, Eye for Weakness, Expert Swordsman, Fearless, Killer Instincts, Looks Right Through You, No Hesitation, Powerful, Quick, Scary, Trained by the Best, Veteran, ___-Slayer

_____ Agile, Athletic, Built Like a Brick Wall, Broad-Shouldered, Graceful, Huge, Iron Grip, Muscular, Quick, Tall & Lean, Tireless, Toned Physique, Strong for My Size, Wiry

_____ Cleans up Well, Chivalrous, Commanding, Damn Sexy, Earthy Charm, Magnetic, Outgoing, Passionate, Piercing Eyes, Polite, Stylish, Rugged Good Looks

_____ Bold, Brave, Daring, Death Wish, Determined, Detached, Disciplined, Focused, High Pain Threshold, Inured to Horror, Level-headed, Unflinching, Unstoppable

KEYS (pick 2)

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

AUTHORITY - an NPC acknowledges you as in charge

GLORY - ensure that your name and deeds are known

GUARDIAN - defend an innocent from harm

HONOR - fulfill a promise to an NPC

LOYALTY - stand up or make excuses for your comrades

PEACE - prevent violence or end it peaceably

PRIDE - refuse an order or request that's beneath you

VICTORY - defeat a worthy foe in single combat

INFLECT HARM

When you inflict harm, roll 3d6. If you inflicted harm...

- With a sturdy weapon, take the best die
- Unarmed or with a makeshift weapon, take the middle die
- Via magic or the like, 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.



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.

