

Barbarian

Name

Human: Ragnar, Taibustu, Valoria, Vergetrix, Budaca, Umbata, Ornac, Grak, Alvanca

Wood Elf: Fendril, Volax, Sheara, Slanerias, Cilteeran, Boldomia, Domalari, Maeliskis

Look

Choose one for each:

Distant Eyes, Bloodshot Eyes, Dark Eyes

Wild Hair, Shaved Hair, Helmet

Smelly Furs, Loincloth, Tattered Cape

Massive Frame, Wiry Build, Mass of Scars

Damage

d10

Alignments

Chaotic - destroy something civilized or magical.

Neutral - gain something for your tribe.

Race

Human - when you Defy Danger using Constitution, take +1

Wood Elf - when you Discern Realities about a woodland place, you can ask one more question than usual, even getting one if you miss.

Bonds

_ has given me good counsel, so I owe them a debt.

_ is too civilized. I will show them a better way.

_ uses strange magic, and therefore I fear them.

I trust _ because they have kept an oath they made before me.

Moves

Berzerker

Take a moment and go into a wild, indomitable rage. While this rage lasts, when you Hack and Slash you take a +1 for purposes of determining partial hits only (you still need a 10+ for a full hit), and you deal +1d4 damage. However on a 7-9 one of your nearby friends (you choose) has to defy danger or you deal base damage to them as well. Also you have a -1 Ongoing to Defy Danger until you come out of the rage.

Tough Battler

Take +1 Armor, even if you're wearing no armor. Your fighting style requires you to be unencumbered... if your armor has the Clumsy tag, you take an additional -1 Ongoing to Hack and Slash, and lose the +1 Armor bonus.

Ancient Foe

Choose an ancient foe of your tribe, such as orcs or another tribe. Take a +1 on any roll dealing with this sort of foe.

Battle Cry

Release your tribal cry on your foes before a battle, and they take a -1 Damage Forward due to their fear, unless they are mindless beings.

Taking an Oath

When you swear an oath to accomplish something, select something important to upon which to swear:

- Object - If this oath is broken, you break the object sworn upon to retain your honor.
- Being (ancestor, spirit, god) - If this oath is broken, you are cursed with -1 Ongoing to all rolls until you restore honor to they upon whom you swore the oath.

Then note if the oath is to yourself or another:

- Another - you may use this oath as leverage for your next Parley, and take +1 Forward to this Parley.
- Self - take +1 Ongoing to all tasks pertaining to accomplishing the goal in question.

HP

12 + Con

Gear

You Load is 7+STR. You start with one from each list:

- Long sword (Close, 1 weight) or rider's bow (Near, Far, 1 weight) and spear (Reach, 1 weight)
- Leather armor (1 armor, 1 weight)
- Adventuring gear (1 weight) and dungeon rations (1 weight) or adventuring gear (1 weight) and bundle of arrows (3 ammo, 2 weight)
- Dungeon rations (1 weight)

Advancement

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

Savage Charge

When you have room to charge an opponent and then deal damage, deal +1d6 damage.

Cunning Dodge

Gain +1 to Defy Danger when using DEX.

Hawkeye

Take a +1 to all Take Watch moves.

Flesh Wound

Gain +1 HP back at the end of each fight and after a Make Camp move (in addition to the normal HP healed).

Primitive Instinct

When you Discern Realities to see through somebody who may be attempting to dissemble, take +1.

Scary

When you Parley using threats of wild violence as leverage, you may use your CON instead of CHA.

Sneak Assault

When you stalk your way into a battle with opponents who are unaware, and your first Hack and Slash move slays the opponent it targets, take +1 Ongoing in the fight until the opposition takes a moment to rally and figure out what's going on.

Wanderer

When Spouting Lore about far-away places, take +1.

Vengeance

When a foe deals damage to you, take +1d8 damage forward against that foe. These do not stack.

Furious Attacks

When you Hack and Slash, and you deal damage, deal your base damage to another enemy attacking you.

Alert

When you describe watching for the approach of enemies or other physical dangers, you Discern Realities using Dex instead of Wis.

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

Tremendous Charge

Replaces: Savage Charge

When you have room to charge an opponent and then deal damage, deal +1d8 damage, and the opponent is knocked down.

Awesome Wrath

Replaces: Vengeance

When a foe deals damage to you, take +1d8 damage forward against that foe. These do not stack. If and when you deal this damage and the GM chooses one of the following: * The foe surrenders * The foe is stunned by your ferocity and takes a step back from you

Hardened Battler

Replaces: Tough Battler

Take +2 Armor. Your fighting style requires you to be unencumbered... if your armor has the Clumsy tag, you lose the +2 Armor bonus.

Slayer

When you Hack and Slash, on a 12+ you do your damage, and if this leaves the target with 10 or fewer HP, it is slain.

Uncanny Dodge

Replaces: Cunning Dodge

When you Defy Danger with Dex, take +1, and if you hit, take +1 forward on your next physical action.

Battle Planning

Get a sense of an area before a battle, and what your plan of action will be, and gain a +1 Ongoing for that battle.

Sweeping Blow

Replaces: Furious Attacks

When using Hack and Slash, and you deal damage, deal your base damage to all enemies attacking you.

Hard to Kill

When you reach zero HP, after lying there a moment, take a debility and gain half your HP (do this all instead of your Last Breath move). This can be done once per fight, and only if you have a debility unchecked. The second time you go down you must take your Last Breath.

Ever Alert

Replaces: Alert

When the GM announces a surprise move by enemies, you describe how your character was watching for just such a thing to happen, and you get to make a retro-active Discern Realities roll to discover details about it using DEX instead of WIS.

Ultimate Oath

When you take an oath, in addition to the normal effects, any rolls of 12+ give you +1 Forward.

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