

Name Hero Title Look

Race Alignment

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.

CHAOTIC
Eschew a convention of the civilized world.

NEUTRAL
Teach someone the ways of your people.

+1 +2 +3 0 -1 -2 -3 DANGER	+1 +2 +3 0 -1 -2 -3 FREAK	+1 +2 +3 0 -1 -2 -3 SAVIOR	+1 +2 +3 0 -1 -2 -3 SUPERIOR	+1 +2 +3 0 -1 -2 -3 MUNDANE
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Conditions

- AFRAID**
-2 to directly engage a threat
- ANGRY**
-2 to comfort or support or pierce the myth
- GUILTY**
-2 to provoke someone or assess the situation
- HOPELESS**
-2 to unleash your might
- INSECURE**
-2 to defend someone or reject others' influence

Relationships

_____ is your love. You've opened up to them about the worst parts of your past.
_____ is your rival. They tried to control you at a crucial moment.

Heroic Might

Either by training or birth, someone made your people into perfect weapons: superhumanly tough, incredibly strong, and uniquely skilled at fighting. Decide how each of those abilities manifest.

Influence

You're selective about who you let in. Give your love and rival Influence over you, but that's it. You have influence over:

A Bull's Heart

You always have exactly one love and one rival. You can change your love and rival at any time; give the new subject of your affection or disdain Influence over you. Take +1 ongoing to any action that impresses your love or frustrates your rival. Choose a role you commonly fulfill for your love or rival:

- DEFENDER:** When you leap to defend your love/rival in battle, roll +Danger instead of +Savior to **defend them**
- FRIEND:** When you **comfort or support** your love/rival, mark XP on a hit. When your love/rival comforts or supports you, mark XP when they roll a hit.
- LISTENER:** When you **pierce the myth** of your love/rival, you can always let them ask you a question to ask them an additional question in turn, even on a miss. These additional questions do not have to be on the list.
- ENABLER:** When your provoke your love/rival, roll +Danger if you are trying to provoke them to rash or poorly thought out action.

Starting Moves

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. 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.

- Pure destruction
- Power over others
- Mortal pleasures
- Conquest

- Riches and property
- Fame and glory

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 +Danger. *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.

Team Moves

When you share a triumphant celebration with someone, make them your love or rival immediately to mark XP. If they are already your love or rival, take Influence over them and mark XP.

When you share a vulnerability or weakness with someone, give them Influence and hold 2. Spend that hold to help them as if it were Team in the pool.

Moment of Truth

This is what you do best. You let loose, all the pent of strength and rage and glee, and you break whatever stands in your way. Who can stand up to you? Nothing. Not buildings. Not enemies. Of course, the enemies from your homeland know exactly where to find you . . .



The Bullish Barbarian

Level
XP

Your Load is 10. You carry dungeon rations (5 uses, 1 weight), a dagger (hand, 1 weight) some token of where you've travelled or where you're from, and your choice of weapon:

- Axe (close, 1 weight)
- Two-handed sword (close, +1 damage, 2 weight)

Choose one:

- Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- Chainmail (1 armor, 1 weight)

When you level up 2-5, take a new move or choose from the list below.

- Someone permanently loses Influence over you; add +1 to a Label.
- Rearrange your Labels as you choose, and add +1 to a Label.
- Unlock your Moment of Truth.
- Choose another two roles for the Bull's Heart.
- Unlock your Moment of Truth.

When you level up 6-10, you can also choose from the list below.

- Unlock your Moment of Truth after it has been used once.
- Take an adult move.
- Lock a Label, and add +1 to a Label of your choice.
- Retire from the life or become a Hero of the land.
- Take a move from another class. Follow the multiclassing rules.

Advanced Moves

When you gain a level from 2–5, choose from these moves.

- PUNCH EVERYONE:** Whenever you charge into a fight without hedging your bets, you can shift your Danger up and any other label down.
- STILL HUNGRY:** Choose an additional appetite.
- THICK AND THIN SKINNED:** Whenever you have angry marked, take +1 ongoing to **unleash your might**.
- APPETITE FOR DESTRUCTION:** Take a move from the fighter, bard or thief class list. You may not take multiclass moves from those classes.
- 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 **provoke** or **parley** with them.
- 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.
- PHYSICS? WHAT PHYSICS?:** When you **unleash your might** to barrel through an insurmountable barrier, roll + Danger.
- WIDE-WANDERER:** You've travelled 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.
- USURPER:** When you prove yourself superior to a person in power, take +1 forward with their followers, underlings, and hangers on.
- SAMSON:** You may take a condition to immediately break free of any physical or mental restraint.
- INDESTRUCTIBLE HUNGER:** When you take a condition from damage, you can choose to take -1 ongoing until you sate one of your appetites instead of taking the condition. If you already have this penalty you cannot choose this option.
- ON THE MOVE:** When you defend against a danger caused by movement (maybe falling off a narrow bridge or rushing past an armed guard) take +1.
- YOU'VE GOT A HEAD YOU DON'T NEED:** When you **provoke** someone with obvious threats and show of force, roll +Danger.

At level 6–10, you may also choose from these moves.

- A GOOD DAY TO DIE:** As long as you have three or more conditions, take +1 ongoing.
- IN A CHINA SHOP:** When you **directly engage a threat**, you can cause significant collateral damage to your environment to choose an additional option, even on a miss.
- THERE WHEN IT MATTERS:** When you **defend someone**, on a hit you can hold 1 instead of choosing from the list. Spend your hold when they are in danger later to arrive on the scene ready to help.
- WAR CRY:** When you enter battle with a show of force (a shout, a rallying cry, a battle dance) roll+Superior. *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)
- 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.
- EYE FOR WEAKNESS:** When you assess the situation add "What here is weak or vulnerable?" to the list of questions you can ask.
- 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 defend, on a 12+ you turn the danger back on itself, the GM will describe how.
- HEALTHY DISTRUST:** Whenever the unclean magic wielded by mortal men causes you to defend, treat any result of 6- as a 7–9.
- 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 +Freak*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 miss, you earn the ire of the fickle spirits.