

Gear

You start with:

1 Weapon

Armr: Scale

2 Gear items

Healing Potion

Description [number]:

☐ **Weapon** (range, tag, # weight)

☐ **Item** (# uses, # weight), Uses left: ☐ ☐ ☐ ☐ ☐

☐ **Item** (# weight): extended description

☐ **Item** (# weight): extended description

☐ **Item** (# weight): extended description

☐ **Item** (# weight): *extended description*

Sequins: ____ **Load:** ____ / ____

(100 coin = 1 weight)

(Your Load is #+STR)

_____: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ _____: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐

Bonds

Max Bonds: #

(One for each other PC)

Advanced Moves (Level 2+)

☐ Recruiting for the Cause

When you **recruit**, also pick options equal to your CHA. **On a 10+**, all of them are true. **On a 7-9**, only one of them is true, GM's choice. **On a miss**, none of them are true:

- You gain the support of the locals, and may carouse in town before leaving.
- You recruit a small squad of hirelings who do not have skills.
- You recruit an additional, skilled hireling.
- You requisition a piece of equipment from the locals.

☐ Pirates and Thieves

When you **recruit from a bustling port or a den of thieves**, any hirelings you find will take loot, plunder, and pillage as payment, no matter what else they desire.

☐ Plot a Course

When **your vessel sets out for a new destination**, roll+INT. On a 10+, all three. On a 7-9, choose two:

- None of your tinkering causes problems for the vessel.
- The voyage suggests some new improvement for the vessel, the GM will tell you what and how to implement it.
- You get there as soon as could be hoped for.

☐ Bodyguard

When you are **protecting a client**, add these to the list of *discern realities* questions:

- How can I get my client out of here?
- What does my client intend to do now?
- What here poses the greatest threat to my client?

☐ Martyr's Shield

Replaces: Meatshield

When **anyone within your reach either makes or is subject to an offensive move**, you may intercept it. The move affects you instead of the intended target.

☐ Protection

When you **defend**, you take +2 armour forward.

☐ Staunch Defender

When you **defend**, you get +1 hold, even on a miss.

☐ Charge!

When you **lead the charge into combat**, those you lead take +1 forward.

☐ Scout

When you **spout lore about a military unit or situation you have observed**, you may use WIS instead of CHA. Anyone acting on your information takes +1 forward.

☐ Skirmisher

When you **enter a battle**, roll+WIS. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a miss**, hold 1 anyway, but take -1 forward and your enemies see you as their main threat. During the battle, spend a hold to:

- Choose a character that can see or hear you and direct them out of a bad position.
- Choose a character within your reach and lure them into a bad position.
- Choose a character within your reach and redirect their attack.
- Choose a character you can see or hear. You reach them before

they can react.

Advanced Moves (Level 6+)

❑ Battle Plans

When you **make a plan before a battle**, roll+WIS. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a miss**, hold 1 anyway, because you'll need it when everything goes to hell. Spend a hold at any time before the end of the battle to declare a plan of action. Anyone pursuing that plan of action takes +1 forward.

❑ Captain, My Captain

When you **publicly impress yourself upon a group of people**, by words or deeds, you may spend up to three XP. For each XP spent, the GM chooses an NPC you have impressed and a reaction:

- They back you up, stand by your side, or support your play.
- They come to you with something they think you want, need or could use.
- They come to you with valuable information.
- They fight by your side.

❑ Don't Be a Dick

When **you're around your crew**, they treat each other with respect and dignity. If trouble finds them, they'll react as best they can, as a team.

❑ Ever Onward

Replaces: Charge!

When you **lead the charge into combat**, those you lead take +1 forward and +2 armour forward.

❑ Impervious Defender

Replaces: Staunch Defender

When you **defend**, you get +1 hold, even on a miss. **On a 12+**, instead of getting hold, the nearest attacking creature is stymied, giving you a clear advantage. The GM will describe it.

❑ Over My Dead Body

Replaces: Protection

When you **defend**, you take +3 armour forward.

❑ Superior Bodyguard

Replaces: Bodyguard

When you **discern realities while protecting a client**, you may also ask the GM one of these questions, even on a miss:

- How can I get my client out of here?
- What does my client intend to do now?
- What here poses the greatest threat to my client?

You may also ask any of these instead of a question from the *discern realities* list.

❑ Tactical Commander

When you **direct a unit of troops in the heat of battle**, roll+CHA. **On a 10+**, choose three results from the list below. **On a 7-9**, choose two. **On a miss**, choose one anyway, but take -1 forward and your enemies see this unit as their main threat.

- Choose a hazard on the battlefield: Your unit avoids it.
- Choose a location within reach: Your unit gets to it or deep into the troops defending it.
- Choose an enemy unit within reach: Your unit engages them and pins them down.
- Choose an enemy unit you are engaged with: Your unit breaks contact in an orderly fashion.
- You rally them: No member of your unit is shaken or routed.

❑ Tandem Strike

When you **hack and slash**, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

❑ Veteran Scout

Requires: Scout

When you **undertake a perilous journey**, you always spot trouble in advance, as if you had rolled 10+ for scout. You can take on a second job, roll for it as normal.