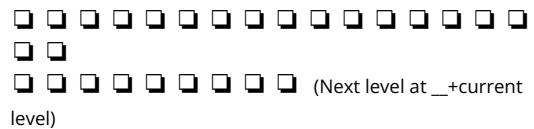


# Mercenary Captain

Level:

XP:   
(Next level at \_\_\_ + current level)

Name: \_Xondro\_\_\_\_\_

## Temperament

### Devout

- Personal interests cannot trump cosmic order.
- To lie about one's beliefs is terrible; the light of faith must always spread.

### Scholarly

- Curiosity is not a fault; all knowledge is worth learning.
- History is important to avoid repeating mistakes; therefore, one should share it.

## Rebellion (Tschai native)

Your people unjustly condemned you to a cruel punishment.

Ideal: Duty (Prohibition: refuse to do what is expected of you.)

Waxed black hair gathered in 13 rows\_\_\_\_\_

Grey robes embroidered with green and gold

Walks with a cane and a limp\_\_\_\_\_

Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

**STR +0**

Strength: 9 Weak  -1

**INT +0**

Intelligence: 12 Stunned  -1

**DEX -1**

Dexterity: 8 Shaky  -1

**WIS +1**

Wisdom: 13 Confused  -1

**CON +1**

Constitution: 15 Sick  -1

**CHA +2**

Charisma: 16 Scarred  -1

**HP Max: 23**

Max HP = 8 + Constitution

**HP: 2**

**Damage: D8 +**

**Armor: 2**

Tags:

## Origin

\_Xar\_\_\_\_\_

## JUDGE OF CHARACTER

When you **parley with someone**, you are exceptionally savvy. Ask one question from the *discern realities* list for free.

## The Weight of Command

When you **issue commands to your crew during a charged situation**, roll + your command stat. **On a 10+**, your crew obeys you. **On a 7-9**, you have a problem to deal with first. Either they demand rewards, fight back, or try to back down until you make an example of one of them or convince them some other way. **On a miss**, either one of them makes a concerted effort to supplant you as leader or they fall prey to their drawbacks, GM's choice.

## Meatshield

When you are **engaged in close combat with an enemy and they make an offensive move against someone else**, you may intercept it. Their move affects you instead of its intended target.

## Armored

You ignore the *clumsy* tag on armor you wear.

## 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 time

**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

## 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.

### ☐ Imperious 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.