CLERIC NAME		LEVEL	
RACE ALIGNMENT		SEX HT.	
APPEARANCE/TRAITS		AGE WT. EYES HAIR SKIN	
ABILITIES STAT BURN	→ HP ←	ARMOR	
STRENGTH ST	TYPE d8	WEAPONS TYPE/TAGS	DMG WT.
INTELLIGENCE			
WISDOM			
DEXTERITY			
CONSTITUTION	3 -3	XP	Q B
CHARISMA	4-5 -2 6-8 -1 9-12 0 13-15 +1	5 7	
LUCK			9 公
CLERIC STARTING C		FAVOR Spend FAVOR 1-for-1 to take +1 on any CLE	
PRIME ABILITY WISDOM CHARISMA The modifier for your Prime Ability appears below as +PRI		+PRI 6- When you have zero FAVOR and you cleric move, you must also roll a	
BLESS/CURSE – When you call upon your Deity to empower, protect, hinder, or afflict someone/something,			
explain how this is appropriate within your faith and roll +PRI : The effect is granted and has DURATION 3.		EQUIPMENT TAGS US	ES WT
The effect is granted and has DURATION 1. You may permanently burn 1 point of your PRIME ABILITY to make a curse permanent.			
HEAL – Touch a friend or ally and roll +PRI to heal them. Heal 1d6 +PRI worth of HP or burned Ability points.			
As 10+, but you must also burn 1 Constitution. You may instead cause harm to direct enemies of the faith.			
SACRIFICE – Gain 1 favor per 25 silver or 5HP sacrificed.			
PRAY - Take time to commune with your Deity and roll +PRI . O Gain 1d4 favor. O Gain 1 FAVOR.			
DEITY:			
DOMAIN(S):			
TENET(S) OF FAITH:			
		MAX LOAD CURRENT LO Encumbered = -1 o	

ADVANCED MOVES SMITE PRAY FOR GUIDANCE HANDS OF POWER VESSEL OF THE DEITY INSPIRE ASCETIC DIVINE WARRIOR PROSELYTIZE TURN UNDEAD CRUSADER Even Levels: Roll HP. Add 1 ABILITY POINT. Regain one point of burned Luck.	TREASURE GOLD: SILVER: OTHER:
NOTEC	

NOTES

Add notes detailing your deity/religion/pantheon. Draw or describe the symbol of your faith.

TEST OF FAITH (Roll 2d6)

- 2 You have fallen from grace. lose all CLERIC MOVES until you prove yourself. Ask the GM what that means.
- 3 You are marked by the test: permanently burn 1 ability point of the GM's choice.
- 4 Your deity singles out one of the unfaithful (ask the GM who). Take -1 ongoing until you convert or perform last rites over that individual.
- 5 You are unworthy: burn 1d4 points of your PRIME ABILITY.
- 6 Until you convert a new follower, you may hold no more than 1 FAVOR.
- 7 Take -1 ongoing to PRAY until you make a SACRIFICE.
- 8 You are unable to heal HP or Ability Points until you make a SACRIFICE.
- 9 You take -1 ongoing to PRAY until you satisfy your TENET.
- 10 Suffer a minor temporary affliction related to your deity's DOMAIN.
- 11 You must atone right now, in a way that draws unwanted attention.
- 12 Your deity is merciful—treat the result of the move that triggered this roll as a 7-9.

PLAYER: CAMPAIGN: DATE CHARACTER BEGAN:

		LEVEL	}
RACE ALIGNMENT APPEARANCE/TRAITS		SEX HT. AGE WT. EYES HAIR SKIN	
STRENGTH STAT BURN	SIR HP HD TYPE dIO	ARMOR WEAPONS TYPE/TA	AGS DMG WT.
WISDOM	WIS		
DEXTERITY	DEX	XP	
CONSTITUTION		OD 8	3 4 5
CHARISMA	CHA 9-12 (-2 -I O +I	7
LUCK	16–17	3	2
METTLE – When you make weapon, you may spend 1 ME +1 to that roll. When you deal weapon, before you roll your METTLE to add 1 or more of the damage roll, at a cost of 1 mediamage roll, at a cost of 1 mediamage and 1+STR (melee) or 1+D Grant all allies +1 forward Inflict a condition (stunnal)	e any move with a favored critte before you roll to take damage with a favored damage you may spend 1 e following effects to your title per effect: EX (ranged/precise) damage against your foe. ed, prone, hindered, etc.)	FAVORED WEAPONS (Cho	take a moment to rest your breath, focus, e to full. pose one at 1st level) USES WT
with duration 1+INT (min	n. 1).	{	
with duration 1+INT (minds bend bars, LIFT GAT strength to destroy or remove burn 1 Strength and ROLL +STONE 2 Choose 2 It doesn't take long.	TES – When you use pure we an inanimate obstacle, TR: Mark XP, choose 1 Nothing of value is damaged	1.	

ADVANCED MOVES SHIELDBEARER PARRY SMASH MASTER WEAPON SECOND SKIN INTIMIDATE MYRMIDON VETERAN TIRELESS SEEK REVENGE STRIKE TRUE TEMPLAR SCOUNDREL SCOUNDREL Even Levels: Roll HP. Add 1 ability point. Regain one point of burned Luck. Odd Levels: Add one Advanced Move (or Favored Weapon, see other side). Regain one point of burned Luck.	TREASURE SILVER: GOLD: OTHER:	
NOTES		
PLAYER: CA	MPAIGN:	DATE CHARACTER BEGAN:

MAGE		LEVEL					
RACE	ALIGNME	ALIGNMENT		SEX	HT.		
APPEARANCE/TRA	NTS			AGE EYES HAIR SKIN	WT.		
ABILITIES STATE	H		ARMO	R		(
STRENGTH	STR H	4	WEAPO	INS	TYPE/TA(S DMG	WT.
INTELLIGENCE	INT						
WISDOM	WIE						
DEXTERITY	DEX		FOCUS WAN		(+I) ORE	3 (+2)	
CONSTITUTION	CON	TAT MOD	XP	3			4
CHARISMA		3 -3 4-5 -2 6-8 -1 9-12 O		3	7		
LUCK		3–15 +1 6–17 +2 18 +3					₽ 2
SPELLBOOK Use the SPELLCASTING SHEE			Reset to: MEMO Spend at spellbook	full every to RY LIM least a few to forget	+ INT + MISC time you cast IT LEVEL + hours studyi all memorized or of spells equ	rg your	
			EQUIP	MENT	TAGS	USES	WT
Π		}-					
		-					
		~					
-		{-					
		~					
-							
<u></u>							
	urs studying your spellbo	ok to					
memorize a number of	spells equal to your мемо	RY LIMIT.					
	er materials, you may TRAI c source into your own spe		MAX LOA STR + 4			ENT LOAD red = -1 ongoing	

ADVANCED MOVES WIZARD ARCANIST ENCHANTER NECROMANCER SORCERER BLOOD MAGIC OVERDRAW DISCERN PROPERTIES ARCANE RESEARCH CHARCE SECOND MAGIC ARCANE RESEARCH ARCANE RESEARCH ARCANE RESEARCH ARCANE RESEARCH ARCANE RESEARCH ARCANE RESEARCH R	Regain one point of burned Luck	1 2 3 4	proportion to the spell's Effect. Mind wipe: burn 1d6 Intelligence, and forget all of your memorized spells. Soul drain: burn 1d6 Wisdom, and momentarily lose your grip on reality. You suffer a temporary affliction in proportion to the spell's Effect.
			An ally suffers a temporary affliction in proportion to the spell's Effect. The spell backfires, affecting the opposite of what was intended. The spell misfires, affecting something other than the intended target. Arcane illness: take -1 ongoing until you Make Camp or Recover. You draw unwanted attention, from this world or another.
NOTES			

PLAYER: CAMPAIGN: DATE CHARACTER BEGAN:

TITLE		LEVEL					
RACE	ALIGNME	NT		SEX	HT.		
APPEARANCE/TRAITS				AGE EYES HAIR SKIN	WT.		
ABILITIES STAT BURN		HP M	ARMO	R		Ţ	
STRENGTH	STR	HD YPE	WEAP	JN5	TYPE/TAC	S DMG	WT.
INTELLIGENCE	INT						
WISDOM	WIE						
DEXTERITY	DEX						
CONSTITUTION	CON	STAT MOD 3 -3	XP	B	2		4 3 3
CHARISMA	CHA	4-5 -2 6-8 -1 9-12 O		3	7		
LUCK	LUC	3- 5 + 6- 7 +2 8 +3					<u>ට</u>
PRIME ABILITY INTERPRETATION The modifier for your Prime Abili AREAS OF EXPERTIS Acrobatics I Locks/Traps PURLOIN - When you tak	ELLIGENCE [] ity appears elsewhere E [] Persuasion []	DEXTERITY as +PRI Freasure □ Disg	UNNING LEVEL +PRI guise Po		before or after a AREA(S) OF E Take the time silence to rese	ING 1-for-1 to any roll related XPERTISE. to brood and et CUNNING 1	l to your plot in
under someone's nose, roll +	PRI : 10 It's yours	:!	EQUIPM	IENT	TAGS	USES	WT
PICK L OCKS/DISARM TRAPS Use proper tools to neutralize a device and Roll +PRI:		+PRI:					
10 Success! 79 Success, but the GM chooses 1 from the list: 1 Your tampering attracts unwanted attention.		from the list:					
☐ It'll work, but there's a hitch (ask the GM what). ☐ You expend resources–GM's choice: Tools, Ability Points, etc.							
MOVE SILENTLY to a goal within sight and roll +PRI:							
You do it and take +1 forward. 7-9 Choose 1: They notice you right away, but you take +1 forward.							
☐ You have to stop when you're only part way there. ☐ They notice only as you reach your goal; take -1 forward.							
HIDE IN SHADOWS – When you are out of sight, spend 1 CUNNING to hide until someone is right on top of you							
BACKSTAB – When you use a hand weapon against a							
BACKSTAB – When you u							
	e,eal damage or ro low 7-9 Choose 1:	ll +PRI:	MAX LO		3	ENT LOAD	_

ADVANCED MOVES LUCKY DOG SHARPSHOOTER SLIP FREE EVADE FEINT SCALE SHEER SURFACE SENSE DANGER ASSASSINATE POISONER FENCE MERCENARY DANGER TO SOCIETY STEPP Levels: Poll HP. Add Lability points	TREASURE GOLD: SILVER: OTHER:
Even Levels: Roll HP. Add 1 ability point. Re-gain one point of burned Luck. Odd Levels: Add one Advanced Move (or AREA OF EXPERTISE, see other side). Re-gain one point of burned Luck.	
NOTES	

SPELLCASTING SHEET

CAST A SPELL – When you cast a memorized spell, say what effect you want to create within the scope of the spell's name, spend your CASTING POWER to define its aspects, and roll **+INT**:

- You successfully cast the spell.
- The spell works as intended, but choose 1 from the list below;
- 6- Mark XP, choose one from the list below, and then roll an ARCANE ACCIDENT.
 - ☐ You forget the spell and may not cast it again until you re-memorize it.
 - ☐ You draw unwanted attention to yourself, from this world or another.
 - ☐ You suffer -1 ongoing until the next time you cast any spell.

EFFECT

0 = 1d6 or +1

2 = 2d6 or +2

5 = 3d6 or +3

9 = 4d6 or +4

11 = 5d6 or +5

DURATION

0 = InstantaneousSpend 1-for-1 toadd duration.11=Permanent

CASTING POWER

Reset to full every time you cast a spell.

RANGE

0 = Touch

1 = Close (< 2 ft.)

2 = Reach (< 10 ft)

3 = Near (<40 ft)

5 = Far (<600 ft)

AREA

o = Self

1 = Single Target

2 = Small (5 ft r.)

3 = Large (30' R.)

9 = Great (175' R.)

MAEZAR'S HOUSE RULES FOR FREEBOOTERS ON THE FRONTIER

- 1. End of Session XP is limited to a maximum of three points: one each for Worldbuilding, Story/Plot, and Roleplaying
- 2. Treasure is rare, so we don't use the BANK IT move.
- 3. The number of XP required to attain a level has been reduced to TARGET LEVEL ×5.
- 4. Different weapons deal different damage, but each class has a **DAMAGE DIE LIMIT** equivalent to its hit die type. So, for example, a cleric witha Great Hammer (1d10) deals only 1d8, and a Mage wielding a Sword (1d8) deals only 1d4.
- 5. Thieves may choose *either* Intelligence or Dexterity as their **prime ability**. The Prime Ability is used as the basis for **cunning** and as the modifier for all Thief Starting Moves.
- 5. Clerics may choose *either* Charisma or Wisdom as their **PRIME ABILITY**. The Prime Ability is used as the basis for **FAVOR** and as the modifier for all Cleric Starting Moves.
- 5. Clerics gain the HEAL starting move. It can be reversed as HARM against "direct enemies of the faith."
- 6. Clerics only roll a **TEST OF FAITH** when they fail a cleric move while also at zero **FAVOR**.
- 6. Mages may not begin the game with a Wand, Staff, or Orb that adds to their Casting Power.
- 8. During a **PERILOUS JOURNEY**, instead of rolling +Wisdom and +Intelligence for **SCOUT AHEAD** and **NAVIGATE**, players take turns rolling against a variety of different abilities to plan and carry out their journeys. After making a travel roll, the player passes a "Turn Token" (a die, figure, etc.) to the left, indicating which player is next in line to make such a roll. The turn token also determines which player

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