

ALTERNATIVE CHARACTER SHEETS FOR DEFYING DANGER

by Brian Shourd, v1.00

What is this?

This document presents alternative character sheets for *Defying Danger, the RPG*, created by Jeremy Strandberg and used under a [CC-BY-SA 4.0](#) license. You'll need that game to play; download it at <https://spoutinglore.blogspot.com/2020/02/defying-danger-rpg.html>. Nearly all of the words used on these character sheets are verbatim copied from the original character sheets, and simply presented in a different layout, with a notable exception: the Agenda, Principles, and When in Doubt portions on each character sheet are taken verbatim from *Homebrew World*, again by Jeremy Strandberg and used under a [CC-BY-SA 3.0](#) license. *Homebrew World* can be found at <https://spoutinglore.blogspot.com/2018/07/homebrew-world.html>.

It also adds two new character classes: the Cleric and Ranger. These were created by me, with heavy inspiration from the original character classes of *Defying Danger*, as well as inspiration from the Cleric and Ranger classes found in *Dungeon World* by Sage LaTorra and Adam Koebel.

The fonts used are [Averia Libre](#) by Dan Sayers and [Metamorphous](#) by James Grieshaber, chosen in an attempt to match those in the *Dungeon World Play Kit* available at <https://dungeon-world.com/downloads/>.

This document is created by Brian Shourd (www.oakenboro.blog) and licensed under a [CC-BY-SA 4.0](#) license.

Why?

I wanted to try to design a character sheet to help the player focus on who their character is, what they want, and what they are capable of doing, with as little extra as possible. The original character sheets have the huge advantage that they fit all of the rules that the player needs to know on a single side of a single sheet of paper, and due to the use of check boxes, make character creation very quick. But in my opinion, they have the downside that the sheet has a lot of words on it, most of them devoted to options that the player *didn't take*, or to rules that the player will probably memorize very quickly, and generally not need to reference.

I've also found that character sheets which fit on a half-sheet of paper are a bit less intimidating, especially to new players.

To accomplish this, I moved all of the main details to a mostly blank character sheet that is half of a US letter sheet of paper, front and back. The back is largely for inventory and space for notes. All of the details about how to play (and how to create the character, with all of the options available) are on a second half sheet, which is just a static play aid. It contains the things that the player won't need to reference as often, especially as they become familiar with the rules.

The trade-off is that now character creation is somewhat slower and involves manually writing out words, rather than simply checking boxes, and that all in all, it occupies twice as much paper as it did before. It also necessitated creating a few **KEYWORDS**, to (hopefully) make cross-referencing easier. While I hope that they make it easier to understand and cross-reference, it's definitely possible that the keywords actually add more confusion and make the system feel heavier than it really is.

Use

Print all of the pages of this document, except for the first two, on letter-size paper, double-sided, at full scale, flipped along the short edge. The resulting papers can be cut in half, with one half functioning as the character sheet, which tracks stats, harm, details, and inventory, and the other half functioning as a play aid. One side of the play aid contains the instructions for creating the character, as well as all of the options for leveling up, and the other side contains the player's agenda and a full description of all of the rules of the game, tailored to the particular character as needed.

They also work acceptably well if not cut in half, either folded as playbooks or left alone.

If you find that the text is too small at half-page sizes, it would be easy to make a version of this document where each of these parts is a full page, front-and-back, on letter paper. Contact me at www.oakenboro.blog if you would be interested in this, and I'll make one.

This page intentionally left blank, in case you print the whole document out front-and-back, so that the sheets themselves still turn out right.

PLAY THE WARRIOR

Agenda

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

Principles

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

When in Doubt

- Visualize the situation
- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get xp on a miss!)

Follow Your Drive When you make tangible progress, mark xp or regain 1 METTLE. When everyone agrees that you've reached a milestone towards your goal, mark 5 xp or regain all your METTLE.

Level Up When you mark the last xp circle, erase them all and pick 1: an extra DEFY DANGER option, an extra METTLE option, +1 max

METTLE, or change your DRIVE.

Defy Danger When danger looms and you do something chancy, establish what you stand to gain and establish what it might cost.

If you are defying danger using one of your DEFY DANGER options, roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

On a 10+, you get what you were after and avoid the cost. **On a 7-9**, you get what you were after -or- you avoid the cost (your choice), ask the GM what happens next. **On a 6-**, mark xp and prepare for the worst.

Mettle Spend METTLE 1-for-1 to perform any of your METTLE options.

Regain 1 METTLE when you catch your breath and use 1 SUPPLIES. Regain all your METTLE when you get a few hours' sleep and use 1 SUPPLIES.

Inflict Harm Roll 3 dice. If you inflict HARM with...

- ...a sturdy weapon, keep the **best**
- ...an improvised weapon, keep the **middle**
- ...your hands, feet, etc., keep the **worst**

Suffer Harm Ask the GM how much. Reduce it by...

- ...your total ARMOR (see Inventory)
- ...spending METTLE (1-for-1)
- ...losing your footing/grip (-1 harm)
- ...getting stunned (-1 harm)
- ...something breaking (-1 harm)

Whatever's left, mark that many boxes.

You are...

XP ○○○○○○

A WARRIOR

NAME

DRIVE

BONDS

LOOK

HARM

- Ouch
- 1 to all rolls
- Maimed
- It'll leave a scar
- Out of the action
- Dying

HACK & SLASH

When you fight, trade harm with your foe(s). But first, roll 3 dice and keep the 2 best.

On a 10+, pick 2. **On a 7-9**, pick 1. **On a 6-**, mark xp and your enemy picks 1 against you.

- Strike hard and fast (+1 harm)
- Suffer no HARM
- Improve your position
- Create an opportunity

METTLE ○○○○○○ ○○○○○○ ○○○○○○ Spend METTLE 1-for-1 to...

...reduce HARM taken by 1 (how?) ...add +1 to a roll (once per roll)

DEFY DANGER

If you are defying danger...

...then roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

INVENTORY Max load is 6

Undefined

During play, move from here to specific items

ARMOR

LITTLE THINGS Fit in pockets, boots, purse, etc.

Knives

Tinderbox

NOTES

CREATE THE WARRIOR

1. Choose a **DRIVE**. **What do you seek?**

- Bloody vengeance (*against whom?*)
- Redemption (*for what?*)
- To prove yourself (*to whom?*)
- To do your duty (*which is?*)
- Freedom! (*from whom?*)
- Fame and glory (*why?*)
- Enough loot to retire (*then what?*)

2. Pick 2 **DEFY DANGER** options. **If you are defying danger...**

- ...vs. fear
- ...vs. pain or fatigue
- ...while furious
- ...to save another
- ...to get your hands on a foe
- ...by intimidating another
- ...by holding steady
- ...with your mighty thews
- ...with grace and prowess

...then roll 3 dice and choose the best 2. Otherwise, roll 2 dice.

3. Choose 2 **METTLE** options, in addition to the ones already present. Each costs 1 **METTLE** to activate.

- ask: "Who's the biggest threat?"
- ask: "What's their true position?"
- take a blow meant for another
- keep your feet or grip, despite what befalls you
- get +1 choice on a **HACK & SLASH**
- inflict +1 **HARM** (*once per harm*).

4. Choose **LOOK**. Pick one from each row, or make up your own.

- Feminine, masculine, ambiguous
- Young, mature, elder
- Human, elf, dwarf
- Tidy, posh, feral, grizzled, grim

5. Choose your **INVENTORY** and **LITTLE THINGS**.

6. Pick your **NAME**.

7. Determine your **BONDS**. Ask your fellow PCs at least one of these. **Which one of you...**

- ...served with me in the wars?
- ...have I sworn to protect?
- ...has the hots for me?
- ...is a good and true friend?
- ...has vowed to follow me?
- ...put this job together?

Inventory You can carry up to 6 (**LOAD**). Pick any from the list below that you know that you will want, and check **UNDEFINED** for the rest. During play, move an **UNDEFINED** mark to anything else from this list.

- Supplies** (*3 uses*)
Use to recover or for expendables (torches, rations, etc.)
- Sword** (*quick, versatile*)
- Spear** (*reach*)
- Flail or mace** (*forceful*)
- AX** (*messy*)
- Pick** (*piercing, sticks*)
- Polearm** (*extra reach*)
- Maul** (*forceful, messy*)
- Greatsword** (*quick, messy*)
- Bow or crossbow**
- Quiver** (*12 shots*)
- Shield** (*+1 armor*)
- Scale/hauberk/cuirass** (*+1 armor*)
- Helm** (*+1 armor*)
- Coil of rope**
- Prybar**
- Lantern**
- Something else** (*ask the GM*)

Little Things Fit in your pockets or similar, and don't take up **LOAD**. Start with the Knives and Tinderbox, and pick 1 more.

- Brass knuckles (*concealed*)
- Flask of good whiskey (*3 uses*)
- Letter (*from whom?*)

PLAY THE ROGUE

Agenda

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

Principles

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

When in Doubt

- Visualize the situation
- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get xp on a miss!)

Follow Your Drive When you make tangible progress, mark xp or regain 1 CUNNING. When everyone agrees that you've reached a milestone towards your goal, mark 5 xp or regain all your CUNNING.

Level Up When you mark the last xp circle, erase them all and pick 1: an extra DEFY DANGER option, an extra CUNNING option, +1 max

CUNNING, or change your DRIVE.

Defy Danger When danger looms and you do something chancy, establish what you stand to gain and establish what it might cost.

If you are defying danger using one of your DEFY DANGER options, roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

On a 10+, you get what you were after and avoid the cost. **On a 7-9**, you get what you were after -or- you avoid the cost (your choice), ask the GM what happens next. **On a 6-**, mark xp and prepare for the worst.

Cunning Spend CUNNING 1-for-1 to perform any of your CUNNING options.

Regain 1 CUNNING when you catch your breath and use 1 SUPPLIES. Regain all your CUNNING when you get a few hours' sleep and use 1 SUPPLIES.

Inflict Harm Roll 3 dice. If you inflict HARM with...

- ... they don't see it coming, keep the **best**
- ... you exploit an advantage, keep the **middle**
- ... you fight fair, keep the **worst**

Suffer Harm Ask the GM how much. Reduce it by...

- ...your total ARMOR (see Inventory)
- ...pending CUNNING (1-for-1)
- ...losing your footing/grip (-1 harm)
- ...getting stunned (-1 harm)
- ...something breaking (-1 harm)

Whatever's left, mark that many boxes.

You are...

XP ○○○○○○

A ROGUE

NAME

DRIVE

BONDS

LOOK

HARM

- Ouch
- 1 to all rolls
- Maimed
- It'll leave a scar
- Out of the action
- Dying

MANIPULATE

When you press or entice an NPC, say what you want them to do. If they have reason to resist, roll 3 dice and keep 2.

On a 10+, they'll either do what you want or reveal the easiest way to convince them. **On a 7-9**, they'll reveal how you could convince them, but it'll likely be costly, tricky, or distasteful. **On a 6-**, mark xp and they're having none of it.

CUNNING ○○○ ○○○ ○○○○ Spend CUNNING 1-for-1 to...

...reduce HARM taken by 1 (how?) ...add +1 to a roll (once per roll)

DEFY DANGER

If you are defying danger...

...then roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

INVENTORY Max load is 4

Undefined

During play, move from here to specific items

LITTLE THINGS Fit in pockets, boots, purse, etc.

Some knives *(of course)*

Tinderbox

NOTES

ARMOR

CREATE THE ROGUE

1. Choose a **DRIVE**. What do you seek?

- Answers *(about?)*
- To help someone *(who?)*
- Payback *(for what?)*
- To be better than... *(who?)*
- Revolution! *(against whom?)*
- Renown *(for?)*
- One last big score *(then what?)*

2. Pick 3 **DEFY DANGER** options. If you are defying danger...

- ...vs. suspicion
- ...vs. poison
- ...by being stealthy
- ...to dodge or avoid harm
- ...to disarm a trap
- ...without thought or hesitation
- ...with sleight of hand
- ...with a clever plan
- ...with grace and prowess

...then roll 3 dice and choose the best 2. Otherwise, roll 2 dice.

3. Choose 2 **CUNNING** options, in addition to the ones already present. Each costs 1 **CUNNING** to activate.

- ...ask: "What isn't what it seems?"
- ...ask: "What do they really want?"
- ...ask: "What's the best way in/out/past?"
- ...act before anyone can react
- ...reveal a ploy you set up earlier
- ...disappear when no one's looking

4. Choose **LOOK**. Pick one from each row, or make up your own.

- Feminine, masculine, ambiguous
- Young, mature, elder
- Human, halfling
- Stylish, hot, cute, slick, seedy

5. Choose your **INVENTORY** and **LITTLE THINGS**.

6. Pick your **NAME**.

7. Determine your **BONDS**. Ask your fellow PCs at least one of these. Which one of you...

- ...got me out of a jam recently?
- ...has the key to what I seek?
- ...is my kin?
- ...is the butt of my jokes?
- ...owes me their life?
- ...is holding something over me?

Inventory You can carry up to 4 (**LOAD**). Pick any from the list below that you know that you will want, and check **UNDEFINED** for the rest. During play, move an **UNDEFINED** mark to anything else from this list.

- Supplies *(3 uses)*
Use to recover or for expendables (torches, rations, etc.)
- Rapier *(quick, stylish)*
- Sword *(quick, versatile)*
- Spiked chain *(reach, grabby)*
- Spear *(reach)*
- Staff *(innocuous)*
- Bow *or* crossbow
- Quiver *(12 shots)*
- Cuirass/brigandine *(+1 armor)*
- Coil of rope
- Prybar
- Bullseye lantern
- Lockpicks, files, snips, etc.
- Disguise kit *(3 uses)*
- A purse of coins *(valuable)*
- Something else *(ask the GM)*

Little Things Fit in your pockets or similar, and don't take up **LOAD**. Start with the Knives and Tinderbox, and pick 2 more.

- Gemstone *(valuable)*
- Poison *(3 uses)*
- Key *(to what?)*
- Sap *or* garrote *(concealed)*

PLAY THE WIZARD

Agenda

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

Principles

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

When in Doubt

- Visualize the situation
- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get XP on a miss!)

Follow Your Drive When you make tangible progress, mark XP or regain 1 POWER. When everyone agrees that you've reached a milestone towards your goal, mark 5 XP or regain all your POWER.

Level Up When you mark the last XP circle, erase them all and pick 1: an extra DEFY DANGER option, an extra POWER option, +1 max POWER, or change your DRIVE.

Defy Danger When danger looms and you do something chancy, establish what you stand to gain and establish what it might cost. Roll according to your options.

On a 10+, you get what you were after and avoid the cost. **On a 7-9**, you get what you were after -or-you avoid the cost (your choice), ask the GM what happens next. **On a 6-**, mark XP and prepare for the worst.

Power Spend POWER 1-for-1 to perform any of your POWER options. Regain 1 POWER when you catch your breath and use 1 SUPPLIES. Regain all your POWER when you get a few hours' sleep and use 1 SUPPLIES.

Inflict Harm Roll 3 dice. If you inflict HARM with...

- ...with magic, keep the **best**
- ...with crude violence, keep the **worst**
- ...by exploiting a weakness, add +1

Suffer Harm Ask the GM how much. Reduce it by...

- ...using defenses (*1-for-1*)
- ...losing your footing/grip (*-1 harm*)
- ...getting stunned (*-1 harm*)
- ...something breaking (*-1 harm*)

Whatever's left, mark that many boxes.

Spells & Rituals Spells always cost POWER, and always involve DEFYING DANGER; the greater the effect, the greater the risk/cost. Most spells are off-hand & quick. They affect only that in your presence, instantly or for a limited duration. To reach farther or last longer requires a ritual. Say what you're after and how you plan to do it, then ask the GM what else is required and roll to GET ANSWERS.

You are...

XP ○○○○○○

THE WIZARD

NAME

DRIVE

BONDS

LOOK

HARM

- Ouch
- 1 to all rolls
- Maimed
- It'll leave a scar
- Out of the action
- Dying

GET ANSWERS

When you closely study something or probe your memories, ask the GM a question and roll 3 dice, keeping 2.

On a 10+, they'll give you a clear, useful answer and you can ask follow-up questions. **On a 7-9**, they'll give a cryptic answer and say how you could learn more.

On a 6-, they'll tell you a dangerous lie; mark XP if you act on it.

POWER ○○○○○○ ○○○○○○ ○○○○○○ Spend POWER 1-for-1 to...

...add +1 to a roll (*once per roll*)

.....

.....

.....

.....

DEFY DANGER

If you are defying danger...

.....

.....

.....

.....

...then roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

INVENTORY Max load is 3

Undefined

During play, move from here to specific items

LITTLE THINGS Fit in pockets, boots, purse, etc.

Tinderbox

NOTES

CREATE THE WIZARD

1. Choose a **DRIVE**. What do you seek?

- Ancient secrets (*whose? why?*)
- Fulfillment of the prophecy (*about?*)
- Your rightful place (*where?*)
- To put down a great evil (*what?*)
- A way to lift the curse (*on who?*)
- The key to your research (*which is?*)
- The fruition of your schemes (*oh?*)
- Immortality (*how?*)

2. Pick 3 **DEFY DANGER** options. If you are defying danger...

- ...vs. spirits, demons, etc.
- ...to counter a spell
- ...via sheer willpower
- ...to attack/destroy with magic
- ...to create/restore with magic
- ...to preserve/shield with magic
- ...to command/influence with magic
- ...to learn/reveal with magic
- ...to maneuver/position with magic
- ...to mutate/change with magic

...then roll 3 dice and choose the best 2. Otherwise, roll 2 dice.

3. Choose 2 **POWER** options, in addition to the one already present. Each costs 1 **POWER** to activate.

- ...cast a spell of fire, heat, light
- ...cast a spell of earth, stone, metal
- ...cast a spell of water, ice, cold
- ...cast a spell of wind, air, weather
- ...touch the minds of others
- ...twist time & space
- ...call on beasts/spirits of the wild
- ...work illusion, glamour, shadow
- ...weave the flesh
- ...conjure a spirit, demon, etc.

4. Choose **LOOK**. Pick one from each row, or make up your own.

- Feminine, masculine, ambiguous
- Young, mature, elder

- Human, elf
- Creepy, imposing, wispy, manic

5. Choose your **INVENTORY** and **LITTLE THINGS**.

6. Pick your **NAME**.

7. Determine your **BONDS**. Ask your fellow PCs at least one of these. Which one of you...

- ...got me out of a jam recently?
- ...has the key to what I seek?
- ...is my kin?
- ...is the butt of my jokes?
- ...owes me their life?
- ...is holding something over me?

Inventory You can carry up to 3 (**LOAD**). Pick any from the list below that you know that you will want, and check **UNDEFINED** for the rest. During play, move an **UNDEFINED** mark to anything else from this list.

- Supplies** (3 uses)
Use to recover or for expendables (torches, rations, etc.)
- Staff or wand or orb**
+1 to Defy Danger w/magic
- Paraphernalia** (slow, 3 uses)
Expend instead of 1 Power, but takes time!
- Wards, talismans** (defenses, 2 uses)
Whenever you regain Power, clear all defenses.
- Tome** (slow, +1 to Get Answers)
- Lantern**
- Something else** (*ask the GM*)

Little Things Fit in your pockets or similar, and don't take up **LOAD**. Start with the Tinderbox, and pick 2 more.

- Elixir (1 use, heals all harm)
- Charm (expend instead of 1 Power)
- Magic light source (*what?*)

PLAY THE CLERIC

Agenda

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

Principles

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

When in Doubt

- Visualize the situation
- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get xp on a miss!)

Follow Your Drive When you make tangible progress, mark xp or regain 1 FAVOR. When everyone agrees that you've reached a milestone towards your goal, mark 5 xp or regain all your FAVOR.

Level Up When you mark the last xp circle, erase them all and pick 1: an extra DEFY DANGER option, an extra FAVOR option, +1 max

FAVOR, or change your DRIVE.

Defy Danger When danger looms and you do something chancy, establish what you stand to gain and establish what it might cost.

If you are defying danger using one of your DEFY DANGER options, roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

On a 10+, you get what you were after and avoid the cost. **On a 7-9**, you get what you were after -or- you avoid the cost (your choice), ask the GM what happens next. **On a 6-**, mark xp and prepare for the worst.

Favor Spend FAVOR 1-for-1 to perform any of your FAVOR options. Regain 1 FAVOR when you catch your breath and use 1 SUPPLIES. Regain all your FAVOR when you get a few hours' sleep and use 1 SUPPLIES.

Inflict Harm Roll 3 dice. If you inflict HARM with...

- ...the cause is just and your heart is true, keep the **BEST**
- ...you harbor doubt or resentment, keep the **worst**

Suffer Harm Ask the GM how much. Reduce it by...

- ...your divine ARMOR (-1 harm)
- ...spending FAVOR (1-for-1)
- ...losing your footing/grip (-1 harm)
- ...getting stunned (-1 harm)
- ...something breaking (-1 harm)

Whatever's left, mark that many boxes.

You are...

XP ○○○○○○

A CLERIC

NAME

DRIVE

BONDS

LOOK

HARM

- Ouch
- 1 to all rolls
- Maimed
- It'll leave a scar
- Out of the action
- Dying

WALK THE PATH

When you exemplify the virtues of your god(s) at great cost to yourself, you and/or your allies receive a blessing of renewed vigor. Roll 3 dice and keep the 2 best.

On a 10+, pick 2. **On a 7-9**, pick 1. **On a 6-**, mark xp.

- Regain 1 FAVOR for yourself
- Regain 1 METTLE/POWER/CUNNING/INSTINCT/FAVOR for all allies

FAVOR ○○○○ ○○○○ ○○○○ Spend FAVOR 1-for-1 to...

...reduce HARM taken by 1 (how?) ...add +1 to a roll (once per roll)

DEFY DANGER

If you are defying danger...

...then roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

INVENTORY Max load is 4

Undefined <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
<i>During play, move from here to specific items</i>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

LITTLE THINGS Fit in pockets, boots, purse, etc.

Holy Symbol <i>(works as a light source)</i>
Tinderbox
.....
.....

DEITY/DEITIES

NAME(S):

Vices	Virtues
.....
.....
.....

NOTES

.....
.....
.....
.....
.....
.....
.....

CREATE THE CLERIC

1. Choose a **DRIVE**. What do you seek?

- Help the helpless *(against what?)*
- Enlightenment *(how?)*
- Teach the ways *(to whom?)*
- Spread hope *(where?)*
- Destroy evil *(what?)*
- Do what I must *(which is?)*
- Glorify the gods *(how?)*

2. Pick 3 **DEFY DANGER** options. If you are defying danger...

- ...vs. undead
- ...vs. corruption or decay
- ...for justice
- ...by enduring pain or discomfort
- ...by remaining calm
- ...by repairing or healing
- ...by sacrificing something of value to your deity
- ...to protect another
- ...with a wise plan

...then roll 3 dice and choose the best 2. Otherwise, roll 2 dice.

3. Choose 2 **FAVOR** options, in addition to the ones already present. Each costs 1 **FAVOR** to activate.

- ...ask: "What should I do?"
- ...ask: "Is this just?"
- ...bless a weapon to briefly work against incorporeal/armored foes
- ...purify water and food
- ...prevent 2 harm against an ally
- ...restore a recently broken object
- ...ward a room or area
- ...blind an opponent temporarily
- ...speak with the recently dead

4. Define your **DEITY/DEITIES**. You worship and channel holy power from a **DEITY** (or **DEITIES**), and are expected to uphold particular virtues and refrain from particular vices. Write these down on the back of your sheet.

5. Choose **LOOK**. Pick one from each row, or make up your own.

- Feminine, masculine, ambiguous

- Young, mature, elder
- Human, dwarf, halfling
- Humble, ceremonial, clean

6. Choose your **INVENTORY** and **LITTLE THINGS**.

7. Pick your **NAME**

8. Determine your **BONDS**. Ask your fellow PCs at least one of these. Which one of you...

- ...served with me in the wars?
- ...have I sworn to protect?
- ...has the hots for me?
- ...is a good and true friend?
- ...has vowed to follow me?
- ...put this job together?

Inventory You can carry up to 4 (**LOAD**). Pick any from the list below that you know that you will want, and check **UNDEFINED** for the rest. During play, move an **UNDEFINED** mark to anything else from this list.

- Supplies *(3 uses)*
Use to recover or for expendables (torches, rations, etc.)
- Sword *(quick, versatile)*
- Mace or hammer *(forceful)*
- Staff *(innocuous)*
- Coil of rope
- Something else *(ask the GM)*

Little Things Fit in your pockets or similar, and don't take up **LOAD**. Start with the Holy Symbol and Tinderbox, and pick 2 more.

- Knives
- Small parchment & charcoal pencil
- Incense
1 use, slow, ask "what should I do?"
- Scripture
1 use, slow, ask "is this just?"
- Smudge stick
1 use, slow, ward a room or area
- Holy Water
1 use, purify water and food

PLAY THE RANGER

Agenda

- Portray a compelling character
- Engage with the fictional world
- Play to find out what happens

Principles

- Begin & end with the fiction
- Show us what's important to you
- Make connections to other characters
- Be bold, take risks
- Embrace difficulty, setback, and failure
- Contribute to your part of the world
- Build on what others have said
- Give others a chance to shine
- Contribute to the conversation: pay attention, ask questions, offer suggestions

When in Doubt

- Visualize the situation
- Ask the GM for clarification
- Think about what you want, what your goal is
- Consider your strengths and weaknesses
- Look to others for ideas
- Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get xp on a miss!)

Follow Your Drive When you make tangible progress, mark xp or regain 1 INSTINCT. When everyone agrees that you've reached a milestone towards your goal, mark 5 xp or regain all your INSTINCT.

Level Up When you mark the last xp circle, erase them all and pick 1: an extra DEFY DANGER option, an extra INSTINCT option, +1 max

INSTINCT, +1 ANIMAL COMPANION circle, or change your DRIVE.

Defy Danger When danger looms and you do something chancy, establish what you stand to gain and establish what it might cost. Roll according to your options.

On a 10+, you get what you were after and avoid the cost. **On a 7-9**, you get what you were after -or- you avoid the cost (your choice), ask the GM what happens next. **On a 6-**, mark xp and prepare for the worst.

Instinct Spend INSTINCT 1-for-1 to perform any of your FAVOR options.

Regain 1 INSTINCT when you catch your breath and use 1 SUPPLIES. Regain all your INSTINCT when you get a few hours' sleep and use 1 SUPPLIES.

Inflict Harm Roll 3 dice. If you inflict HARM with...

- ...attacked from range, keep the **best**
- ...got up close and personal, keep the **middle**
- ...don't have freedom to maneuver, keep the **worst**

Suffer Harm Ask the GM how much. Reduce it by...

- ...your total ARMOR (see Inventory)
- ...spending INSTINCT (1-for-1)
- ...marking your ANIMAL COMPANION (1-for-1)
- ...losing your footing/grip (-1 harm)
- ...getting stunned (-1 harm)
- ...something breaking (-1 harm)

Whatever's left, mark that many boxes.

You are...

XP ○○○○○○

A RANGER

NAME

DRIVE

BONDS

LOOK

HARM

- Ouch
- 1 to all rolls
- Maimed
- It'll leave a scar
- Out of the action
- Dying

TRACK & SCOUT

When you track or hunt a creature, or seek a path through the wilderness, roll 3 dice and keep the 2 best.

On a 10+, pick 2. **On a 7-9**, pick 1. **On a 6-**, mark xp, and good luck.

- Find what you seek
- Find something unexpectedly beneficial, the GM will tell you what
- Make especially good time
- Don't hit any snags

INSTINCT ○○○ ○○○ ○○○○ Spend INSTINCT 1-for-1 to...

...reduce HARM taken by 1 (how?) ...add +1 to a roll (once per roll)

.....

.....

.....

DEFY DANGER

If you are defying danger...

.....

.....

.....

...then roll 3 dice and keep the best 2. Otherwise, roll 2 dice.

INVENTORY Max load is 5

Undefined <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
<i>During play, move from here to specific items</i>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

LITTLE THINGS Fit in pockets, boots, purse, etc.

Knives
Tinderbox
.....
.....

ANIMAL COMPANION



My ANIMAL COMPANION is a...
Named...
.....
.....

NOTES

.....
.....
.....
.....
.....
.....
.....
.....

ARMOR

CREATE THE RANGER

1. Choose a DRIVE. What do you seek?

- To hunt (*what?*)
- Protect civilization (*how?*)
- Become one with nature (*how?*)
- Punish transgressors (*who? why?*)
- Explore (*where?*)
- Freedom! (*which is?*)
- Write a guidebook (*why? of what?*)

2. Pick 2 DEFY DANGER options. If you are defying danger...

- ...vs. beasts
- ...vs. elementals
- ...by exploiting a weak spot
- ...against a natural phenomenon (*endure weather, ford a river, scale a cliff, etc.*)
- ...to get a better position
- ...by coordinating with your ANIMAL COMPANION
- ...by preparing a trap/snare
- ...by relying on your keen senses
- ...by falling back/retreating

...then roll 3 dice and choose the best 2. Otherwise, roll 2 dice.

3. Choose 2 INSTINCT options, in addition to the ones already present. Each costs 1 INSTINCT to activate.

- ...ask: "What kind of creature was here?"
- ...ask: "What are the weak spots?"
- ...order your ANIMAL COMPANION to do an independent task
- ...hide in natural surroundings with nary a trace
- ...speak with an animal
- ...sense nearby creatures
- ...keep a perfect lookout

4. Choose LOOK. Pick one from each row, or make up your own.

- Feminine, masculine, ambiguous
- Young, mature, elder
- Human, elf, halfling
- Wild, rugged, ready, distant

5. Choose your ANIMAL COMPANION.

You have trained an animal companion of some kind (what's

the story there?). When your ANIMAL COMPANION takes harm, mark a circle. If your ANIMAL COMPANION has no more circles, it can no longer help you. Regain all circles whenever you regain INSTINCT.

6. Choose your INVENTORY and LITTLE THINGS.

7. Pick your NAME.

8. Determine your BONDS. Ask your fellow PCs at least one of these. Which one of you...

- ...served with me in the wars?
- ...have I sworn to protect?
- ...has the hots for me?
- ...is a good and true friend?
- ...has vowed to follow me?
- ...put this job together?

Inventory You can carry up to 5 (LOAD). Pick any from the list below that you know that you will want, and check UNDEFINED for the rest. During play, move an UNDEFINED mark to anything else from this list.

- Supplies (*5 uses*)
Use to recover or for expendables (torches, rations, etc.)
- Sword (*quick, versatile*)
- Bow *or* crossbow
- Quiver (*12 shots*)
- Cuirass/brigandine (*+1 armor*)
- Coil of rope
- Telescope
+1 to Track & Scout if applicable
- Lantern
- Something else (*ask the GM*)

Little Things Fit in your pockets or similar, and don't take up LOAD. Start with the Knives and Tinderbox, and pick 2 more.

- A map (*to what?*)
- Bait (*1 use, +1 to set a trap*)
- Companion treat (*1 use, refresh all*)