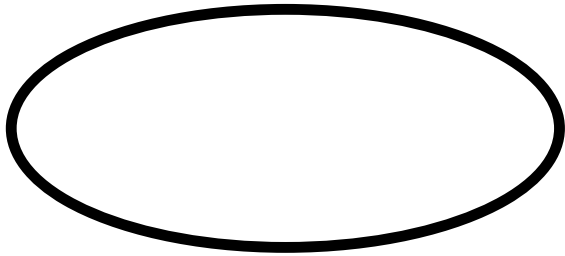
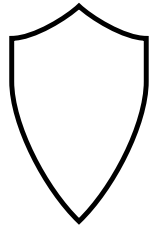


Swashbuckler

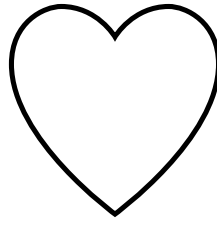
Name:_____



What do you look like?



Armor



HP



Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence

Swashbuckler Moves

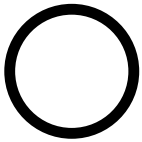
When you make the table laugh with a taunt you aim at your foe, gain +1 to your next roll against them

When you use scenery to your advantage you may treat a roll of 6- as a 7-9 instead.

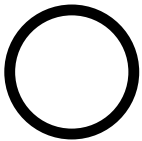
When you are faced with a powerful and worthy foe, you may declare them your nemesis and write what you know of them in the box to the right. You get +1 to all rolls against your nemesis and may only have one per level.

NEMESSES

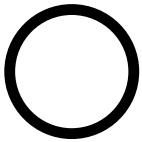
str



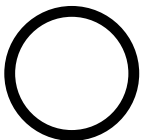
dex



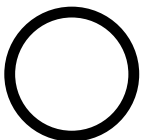
con



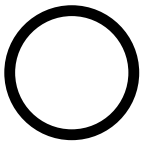
int



wis



cha



Inventory

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Gear: ○ ○ ○ ○ ○

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).



- Witty. Gain +1 Charisma
- Clever. Gain +1 Intelligence
- Quick. Gain +1 Dexterity
- Worldly. Take an advancement from another class (choose a cool one, not an attribute bonus).
- Montoya. Gain an additional +1 to rolls against your nemesis
- Westley. When you wield your weapon in your non-dominant hand, gain -1 to attack until you switch hands, then gain +1 to attack for the rest of the combat.
- Hood. When you surprise your opponent, add +1 to attack and damage rolls that attack
- Musketeers. You gain a loyal swashbuckler follower that levels up when you die.
- Sparrow. When you use the scenery to your advantage in combat, gain +1 armor against the next attack against you.
- Skywalker. When you are mortally wounded in a fight against your Nemesis, you inexplicably survive with a cost. Once per level.
- Zorro. While your opponent cannot see your face, you deal maximum damage on successful attacks.

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

Character Creation

(The GM will help you out.)

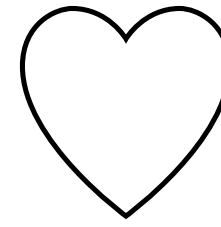
1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
(Maybe a cool sword?)
6. Go find a dungeon!

What do you look like?

Name: _____



Armor



HP

Inventory

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Gear:



Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence

Bard Moves

When you perform a song to affect someone's emotions, roll +CHA.. On a 7-9, choose 1. On a 6-, neither.

- The song affects its intended target.
- You remember the song, and may add it to your song list and gain +1 to perform it.

When you perform a song to communicate with something, roll +Wis. On a 6- it is incommunicable On a 7-9, you can communicate with it, but it is unfriendly. On a 10+ it is friendly and communicable.

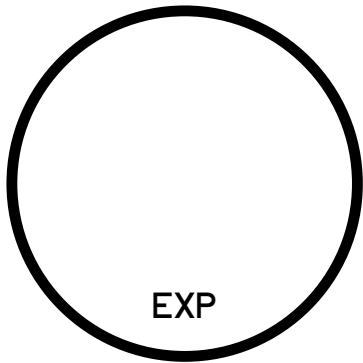
Songs

[illegible]

Experience

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Swashbuckler Advancement list.



Bard Advancements (1 Per Level)

- ☐ Gregarious. Gain +1 Charisma
- ☐ Storied. Gain +1 Wisdom
- ☐ Skilled. Gain +1 Dexterity
- ☐ Worldly. Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ Solo. When you perform a song and roll a 12+ its effects are enhanced dramatically.
- ☐ Studios. You may adapt a spell from the cleric or wizard spell list as a song.
- ☐ Studios. You may adapt a spell from the cleric or wizard spell list as a song.
- ☐ Loremaster. When you try to divine the use of a magical item, roll+Wis. On a roll of 6- your brain fogs. On a roll of 7-9, you recall half truths about it. On a 10+ you recall truths about it.
- ☐ Acrobat. When avoiding enemies, gain a +1 bonus if you act dramatically.
- ☐ Skald. You may perform songs of battle to grant your allies +1 to attack enemies. You are lost in the music.
- ☐ Storyteller. When you tell tales of your adventures, gain a +1 to impress your audience.

Other Stuff

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

Moves & Notes & Doodles

Character Creation

- Character Creation
- (The GM will help you out.)
- Roll your attributes.
 - Choose one advancement from your class's list.
 - Roll your HP.
 - Mark your inventory slots.
 - Get some equipment. (A cool instrument?)
 - Go find a dungeon!

Name:_____

Armor

HP

What do you look like?

str

dex

con

int

wis

cha

Inventory

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

Gear:



Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

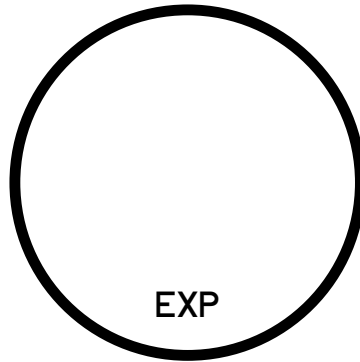
- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence

Class Moves

Experience

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Swashbuckler Advancement list.



Class Advancements (1 Per Level)



Other Stuff

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

Character Creation

Character Creation

(The GM will help you out.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!

Moves & Notes & Doodles