

# NAME




# LOOK

*Male:* Abelardus, Herod, Paeon, Simon, Michael, Nava, Samer  
*Female:* Eustella, Flora, Lucia, Agnes, Abigail, Rachel, Hilda  
 The Barber: this is the group's healer.  
 Although he can fight, his main role is to support the others.

*Face:* kind, strong, noble, pretty, friendly, dark, serious, pointed  
*Hair:* long, short, blonde, gray, oiled, untamed, short beard  
*Eyes:* serious, kind, caring, clear, shining, scary, piercing, crazy  
*Body:* short, tall, strong, fat, slender, thin, agile, robust, scarred  
*Clothing:* casual, careless, military, practical, exotic, dark, cape

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

# DRIVE

At the end of the session, mark XP if you fulfilled your drive.

## THE EXPLORER

Travel where you've never been before, or hear rumors about some remote place you'll visit one day.

## THE PREACHER

Either Christ or Judas (pick one) gave you these healing powers. Use them to glorify your faith.

## THE REALISTIC

You've got to be realistic about these things; run to fight another day, abandon those who are lost, stick to the known road.

# BACKGROUND

## NOBLE

Take +1 fwd when you parley with nobles.

## COMMONER

You can do with what's at hand: once per session make 1 use of Medical Gear out of improvised material.

## ALTRUIST

You always care for others; while you heal someone in battle or dangerous situations, take +1 armor.

# BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ always gets in trouble then comes to me to be patched up.

\_\_\_\_\_ 's faith is unreasonable; I'll sway them from this superstition.

I can trust \_\_\_\_\_ like no one else.

# STARTING MOVES

**TEST YOUR SPIRIT - CURRENT SPIRIT** +3  +2  +1  =0  -1  -2  -3

Start with Spirit +1.

Take -1 Spirit when:

- Another moves tells you to
- You ignore someone in need of healing
- You roll 6- with WIS or INT

Take +1 Spirit when:

- You complete a mission
- You save a human life
- You heal another character

When you resist temptation or fear, roll +Spirit. This move can be called by the GM upon your character when appropriate. \*On a 10+, do as you see fit, and pick one. \*On a 7-9, do as the GM demands and pick one, or do as you see fit but take -1 Spirit. \*On a 6- do as the GM demands: give in to fear or despair, show the worse of you, fall into temptation.

- Gain +1 Spirit
- Take +1 ongoing in this scene
- Inspire others; they take +1 fwd if they follow your lead

## HEALING HANDS (WIS)

When you impose your hands on a wounded, including yourself, and heal with magic, roll +WIS. You don't need tools, it's magical, but it takes several minutes. You and the patient take -1 to Spirit. \*On a 10+, pick two (also the same twice). \*On a 7-9, pick one:

- Heal +1d8 damage (or heal an NPC of light wounds, or stabilize them)
- Start the recovery of a debility (it will heal by the end of the session)
- Cancel the effects of a disease, a poison, an infection, etc.
- Spare the -1 Spirit to you or them

## KNIFES AND SCALPELS (INT)

You can take care of any wound, given enough time and material; spend one use of your Medical Gear, and roll +INT. \*On a 10+, pick two. \*On a 7-9, pick one. Make your choices from the list of "Healing Hands".

## VOICE OF REASON (INT)

When you parley with someone, do it patiently and rationally and have enough solid arguments, roll +INT instead of CHA.



## GEAR

Your load is 9+STR. You start with Medical Gear (5 uses, 1 weight), rations (5 uses, 1 weight) and some elegant but not fashionable clothes (elegant, out of fashion, 1 weight).

Choose your defenses (pick one):

- Leather armor or chainmail (1 armor, 1 weight)
- Long chainmail (clumsy, 2 armor, 2 weight)

Choose your weapons (pick one):

- Dagger (hand, 1 weight) and short sword (close, 1 weight)
- Dagger (hand, 1 weight) and Ragged Bow (near, 2 weight) with a bundle of arrows (3 ammo, 1 weight)
- Sword (close, 1 weight) and Spear (close, thrown, near, 1 weight)

Choose two:

- Shield (+1 armor, 1 weight)
- Additional medical gear (5 uses, 1 weight)
- Adventuring gear (1 weight)
- 2 healing potions (0 weight)
- 2 doses of a poison (applied, +1d6 damage, 0 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### THE BETTER BARBER

When you heal with “Healing Hands” or “Knives and Scalpels”, heal +2d8 damage, or take care of two NPCs at once.

### ADVISOR

When someone comes to you for advice, give them your honest opinion. If they do as you say, they take +1 fwd to do it, and you take 1 XP.

### COMPASSION

When you save a human life, you can restore Spirit to score +1 if it’s more convenient than taking just +1 to it.

### YOU MAKE THE CAMP, WHILE I FIX THEM

While others make camp, you can attend to one or more wounded companions. They will heal damage equal to 4+your level in total, plus the regular healing (divide the healing among those you attend to).

### SPEED UP “RECOVER”

When someone “Recover” under your watch, they can heal a debility for every one day of rest instead of two.

### PRECISE BLADES

When you hack and slash with small (hand) weapons, you can roll with DEX instead of STR.

### MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

### POTION MASTER

You’ve mastered the preparation of healing potions. When you have the time to gather materials and a safe place to work, you can make 3 healing potions for free. A potion heals 10 damage or a debility (market price 50 coins).

### POISON MASTER

You’ve mastered the preparation of healing potions. When you have the time to gather materials and a safe place to work, you can make 3 doses of a poison. Poisons are *applied* (carefully apply it to the target or something they eat or drink) or *touch* (just need to touch the target, even on a blade).

- Oil of Tagit (applied): Th target falls into a light sleep
- Bloodweed (touch): Th target deals -1d4 damage ongoing until cured
- Goldenroot (applied): Th target treats the next creature they see as a trusted ally, until proved otherwise
- Serpent’s Tears (touch): Anyone dealing damage to the target rolls twice and takes the better result

### A SERIOUS DRIVE

At the end of each session, when you fulfilled your drive, you can take +1 to Spirit instead of marking XP, if you want.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### THE BEST BARBER

*Replaces: The better barber*

When you heal with “Healing Hands” or “Knives and Scalpels”, heal +3d8 damage, or take care of three NPCs at once.

### WISE ADVISOR

*Replaces: Advisor*

When someone comes to you for advice, give them your honest opinion. If they do as you say, they take +2 fwd to do it, and you take 1 XP.

### GREAT COMPASSION

*Replaces: Compassion*

When you save a human life, you can restore Spirit to score +2 if it’s more convenient than taking just +1 to it.

### FIGHTING TOGETHER

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

### NOT ON MY WATCH

If someone in your care is about to die, you can take -1 Spirit and roll a healing move with +2 fwd. If you rolled already, you can still take -1 Spirit and re-roll (without bonus) if the first roll wasn’t good enough.

### PIERCING BLADES

When you hack and slash with pointed or cutting weapons, you can add 1d4 armor-piercing damage to your damage.

### ARCANE KNOWLEDGE

Get one move from the Sorcerer class. Treat your level as the same you have for choosing this Sorcerer move.

### HOLY STUDIES

Get one move from the Priest class. Treat your level as the same you have for choosing this Sorcerer move.

### MULTICLASS INITIATE

Get one move from another class. Treat your level as one lower for choosing the move.

### A VERY SERIOUS DRIVE

*Replaces: A serious drive*

At the end of each session, when you fulfilled your drive, you take both +1 to Spirit and +1 XP.