

# The Swashbuckler

## Name

Gareth, Sinclair, Zosha, Nataly, Miranda, Jenta, Nils, Corsai, Aboleth, Senlai, Midreth, Canton, Varley

## Look

tattered clothes, traveler's clothes, finery  
keen eyes, friendly eyes, haunted eyes  
lean body, muscular body, malnourished body  
scarred hands, quick hands, gentle hands

## Stats

Assign these scores to your stats: 17 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

You start with 8+constitution HP

Your base damage is d8

## Racial Moves

**Elf:** When you're in a natural environment, you can take advantage of the natural terrain to take +1-armor, as long as you can move around freely.

**Halfling:** You take +1-damage against people bigger than you.

**Human:** When you make an important promise, write it down and take +1-forward. When you fulfill a promise, gain an XP. When you break a promise or let someone down, take -1-ongoing until you absolve yourself.

## Alignment

**Good:** Help the oppressed or less fortunate

**Chaotic:** Free someone

**Evil:** Enact your revenge

## Gear

Your load is 5+str. You carry a duelist's weapon and pick three:

- leather armor (1 armor, worn, 1 weight)
- 25 coins, stolen or a gift
- a fine buckler (+1-armor, 1 weight)
- a parrying knife (+1-armor, hand, 2 weight)
- adventuring gear (5 uses, 1 weight)
- bandages (3 uses, 0 weight, slow)
- a bottle of cheap wine (+1-forward to parley when shared / +1-forward to hack and slash when downed quickly / 1-piercing, 3-uses, hand when empty / 2 weight)

## Duelist's Weapons

- rapier (close, precise, 1 weight)
- dueling rapier (close, precise, 1-piercing, 2 weight)
- many wicked knives (hand/thrown near, 3-ammo, 1-piercing, 2 weight)
- well-balanced short sword (close, precise, 1 weight)

## Bonds

\_\_\_\_\_ does not understand honor, but I will show them

\_\_\_\_\_ is an uncultured brute, but I trust them

I owe \_\_\_\_\_ money from way back

\_\_\_\_\_ and I were friends growing up

\_\_\_\_\_ and I once competed for the same lover

## Starting Moves

**Acrobatics:** When you leap, roll, dodge, and don't stop moving, say where you're trying to get to. If it's humanly possible, you're there, no danger and no roll required.

**Bad Reputation (*Replaces Outstanding Warrants*):** When you enter a civilized place or steading, roll+cha. On a hit, they've heard of you, sure, but the GM decides what. On a 10+, choose one or two:

Someone here looks up to you, as a hero

Someone here fears you, rightly so

Someone here wants to romance you

Someone here needs your help

**Charming:** When you parley with someone who's impressed by or attracted to you, you don't need leverage.

**Duelist:** When you fight without armor, you have +1-armor. When you stand in defense of something, roll+dex.

## Advanced Moves

**Broke:** When you blow all your money on useless crap or partying, or else give it all away, mark XP and roll+cha. On a hit, someone shows up to hire you or you hear of a big treasure somewhere. On a 10+, someone somewhere owes you something relevant.

**Canny:** When you meet someone for the first time, you can size them up and roll+wis. On a hit, ask 1. On a 10+, also take +1-forward against them.

- How can I catch their eye?
- How can I impress them?
- How can I get them to hire me?
- How can I seduce them?

**Casanova:** When you successfully seduce someone new, mark XP and take +1-forward.

**Dodge:** When you can move freely, tell the GM what enemy you're focusing your defense on; you take +1-armor against them.

**Duelist's Eye:** When you carefully examine an opponent, roll+int. On a 7-9, ask 1. On a 10+, ask all 3. When you act on the answers, take +1-forward.

- How can I get them to slip up?
- Where's their weakest point?
- How will they strike at me next?

**Flurry:** When you hack & slash while fighting a single opponent, you do +1 damage.

**Horsemanship:** You can use acrobatics and duelist while on horseback.

**Nemesis:** You have a nemesis who matches you in wit, grace, and skill, but stands perpetually opposed to you. Detail with your GM. Add the following to your list of Bad Reputation choices: "My nemesis has followed me here.". When you show up or humiliate your nemesis, mark XP.

**Parry:** When you're wielding a one-handed sword or dagger, tell the GM what enemy you're focusing your defense on; you take +1-armor against them.

**Social Network:** You spend your free time building connections and your reputation. When you meet a new NPC, you can spend 1-preparation to reveal that you know them and they know you somehow.

**True Love:** You have a true love, somewhere, but you can't be with them now. Detail who and why with your GM. Add the following to your list of Bad Reputation choices: "Something here will bring me closer to my true love.".

## 6-10

**Charm of the Gods:** When you parley, on a 12+, hold 3 with that person. The GM will tell you what moves that person opens up for you; spend hold for +2 to parley with them or to have them use one of those moves on your behalf.

**Legendary:** When you return to your hideout and spend some time there, roll+cha. On a hit, someone shows up to join you (the GM will detail them as a hireling). On a 7-9, you also attract undue attention.

**Pierce the Weak Point:** When you attack with a piercing weapon, you do +1d4 damage.

**Professional:** When someone watches you move acrobatically or sees you fighting, you can try to catch their eye. If you do, roll+cha. On a 10+, choose up to 3. On a 7-9, choose one.

- They're impressed by me
- They're attracted to me
- They wish to hire me
- Take +1-forward to parley with them

**Sublime Grace:** When you defy danger, on a 12+, the GM will offer you a chance at some additional benefit as you transcend the immediate danger.

**Sudden Avoidance (*Requires Dodge*):** When you'd suffer an attack and have room to move around, you can declare that you dodge the attack. You take -1-ongoing until you can rest for at least a few minutes.

**Sudden Counter (*Requires: Sudden Avoidance*):** When you avoid an attack using sudden avoidance and whoever attacked you is close enough to strike, deal your damage.

**Thousand Stings (*Replaces: Flurry*):** When you hack & slash while fighting a single opponent, you do +1d4 damage.