

BRAWLER



BONE & VALOR

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



EVASION

ARMOR

Start at 10

AGILITY



Sprint
Leap
Maneuver

STRENGTH



Lift
Smash
Grapple

FINESSE



Control
Hide
Tinker

INSTINCT



Perceive
Sense
Navigate

PRESENCE



Charm
Perform
Deceive

KNOWLEDGE



Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

Mark 1 HP

MAJOR
DAMAGE

Mark 2 HP

SEVERE
DAMAGE

Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.



Staggering Strike: Spend 3 Hope when you succeed on an attack to temporarily Stagger your target and force them to mark a Stress. While Staggered, they have disadvantage on attack rolls.

EXPERIENCE



GOLD



HANDFULS



BAGS



CHEST

CLASS FEATURE

I AM THE WEAPON

While you don't have any equipped weapons:

- You gain a +1 bonus to Evasion.
- Your unarmed strikes are considered a Melee weapon, use the trait of your choice, and deal **d8+d6** phy damage using your Proficiency.

COMBO STRIKES **d4** **d6** **d8** **d10**

After making a damage roll with a Melee weapon but before dealing that damage to the target, **mark a Stress** to start a combo strike. When you do, roll your Combo Die and note its value. Then, roll your Combo Die again. If the value of the second roll is equal to or greater than your first roll, continue rolling until the latest Combo Die's roll is less than the roll that preceded it. Total all rolled values and add that amount to your weapon's damage. These values cannot be adjusted by features that affect damage dice.

Your Combo Die starts as a **d4**. When you level up, once per tier you may use one of your advancement options to increase your Combo Die instead.

ACTIVE WEAPONS

PROFICIENCY



PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

INVENTORY



PRIMARY

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE



PRIMARY

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

BRAWLER

CHARACTER GUIDE

As a brawler, you can use your fists just as well as any weapon to fight off the threats that get in your way.

SUGGESTED TRAITS

+1 Agility, +1 Strength, 0 Finesse,
+2 Instinct, 0 Presence, -1 Knowledge

SUGGESTED PRIMARY WEAPON

Quarterstaff - Instinct Melee - d10+3 phy - Two-Handed

SUGGESTED ARMOR

Leather Armor - Thresholds 6/13 - Score 3

INVENTORY

TAKE:
a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:
a Minor Health Potion OR
a Minor Stamina Potion

AND EITHER:
hand wraps from a mentor OR
a book about your secret hobby

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: practical, haphazard, pristine, standard-issue, bright, someone else's

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a loose cannon, a parent, a veteran a flowing river, a golden retriever, a protector

BACKGROUND QUESTIONS

Answer any of the following background questions.
You can also create your own questions.

Where did you spend time during your formative years that taught you, directly or indirectly, how to fight in the style you use?

What group or organization has always had your back, and how did you get in their good graces?

Who did you lose a fight to long ago that you are desperate for a rematch against?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What is one thing we're both afraid of?

I rely on your for something important during our travels together.
What is it and how do you feel about it?

I still haven't forgiven you for something you said to me.
What was it and why did you say it?

Then work with the GM to generate two starting Experiences for your character.

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



MARTIAL ARTIST

MARTIAL FORM

Spend a Focus to activate or shift into a different stance. It lasts until you mark your last Hit Point, you take Severe damage, the scene ends, or you shift into another martial stance.

TIER 1

○
ACTIVE
Stance

○
ACTIVE
Stance

TIER 2

○
ACTIVE
Stance

○
ACTIVE
Stance

TIER 3

○
ACTIVE
Stance

○
ACTIVE
Stance

TIER 4

○
ACTIVE
Stance

○
ACTIVE
Stance

TIER 1 STANCES

Brutal: When you roll the maximum value on a damage die, roll an additional damage die.

Defensive: Attack rolls against you have disadvantage unless the adversary marks a Stress.

Grappling: On a successful attack, you can spend a Focus to make the target temporarily *Restrained*.

Steady: Gain a -1 penalty to your Evasion. When you deal damage on a successful attack, roll an additional damage die and drop the lowest.

Precise: Gain a +1 bonus to your attack rolls.

Quick: When making an attack roll, spend a Focus to include an additional target within range.

TIER 2 STANCES

Deadly: When you deal Severe damage, the target marks an additional HP.

Hindering: On a successful attack, you can spend a Focus to make the target temporarily *Hindered*. While *Hindered*, their attack rolls have a -2 penalty.

Invigorating: When you make a successful attack, roll a **d4**. On a 4, gain a Focus.

Immovable: Gain a +2 bonus to your damage thresholds and you cannot be moved unwillingly.

Nimble: When an adversary makes a successful attack roll against you, you can spend a number of Focus up to your Tier. Roll a number of **d6s** equal to $1 + \text{the Focus spent}$. If any of the dice values match, you take no damage from the attack.

Otherworldly: You can choose whether to do Physical or Magic damage.

Scary: Successful attacks also force the target to mark a Stress.

TIER 3 STANCES

Deflecting: When you are targeted by an attack, you can spend 2 Focus to gain a bonus to your Evasion equal to your Armor Score against the attack.

Devastating: Spend a Focus before your attack roll to use **d20s** as your damage dice instead.

Dueling: Gain advantage on attack rolls when there are no other adversaries or allies in Very Close range of you or your target.

Compounding: When you roll the maximum value on a Combo Die, increase the size of the subsequent Combo Dice you roll for the attack (at a maximum of **d12s**).

Inexorable: Attacks against you have disadvantage if you have more than two adversaries within Melee of you.

Favored: Add the trait of your choice to your damage roll.

Sheltering: When you mark an Armor Slot, it reduces damage for you and all allies within Melee range of you who took the same damage.

TIER 4 STANCES

Crushing: When you roll a 1 on a damage die, it can be treated as the highest value on the die instead.

Infuriating: On a successful attack, the target becomes *Furious*. While *Furious*, they are *Vulnerable* and have a -2 penalty to their attack rolls. They can only clear *Furious* by succeeding on an attack against you.

Sweeping: Your attack targets all adversaries within Very Close range. Deal half damage to all targets you succeed against.

Discerning: You may choose the target of your attack after making your attack roll. The GM will tell you who the attack would succeed against.



JUGGERNAUT

Foundation

Powerhouse: Increase the d8 damage dice for your unarmed attack to d10s. Additionally, you can mark a Stress to target two creatures within Melee range with a single attack roll.

Overwhelm: On a successful attack, you can spend a Hope to force the target to mark a Stress or to throw them within Close range.

JUGGERNAUT

Specialization

Rugged: Gain a permanent +3 bonus to your Severe damage threshold. Additionally, your "Powerhouse" feature can target up to three creatures instead of two.

Eye for an Eye: When you mark more than one Hit Point from an attack in Melee range, the attacker must make a Reaction Roll (13). On a failure, once per rest, they immediately mark the same number of Hit Points in return.

JUGGERNAUT

Mastery

PummelJoy: When you critically succeed on a weapon attack in Melee range, you gain an additional Hope, clear an additional Stress, and gain a +1 bonus to your Proficiency for the attack.

Not Done Yet: When you mark more than one HP from an attack, you can gain a Hope or clear a Stress.

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MARTIAL ARTIST

Foundation

Martial Form: Take the Martial Form sheet. You start with two martial stances from Tier 1. When you reach a new tier, take two additional stances at your tier or lower.

Focus: During a rest, roll a number of d6s equal to your Instinct and place a number of Focus tokens equal to the highest value rolled on this card. **Spend a Focus** to shift into a stance until you take Severe damage, the scene ends, you mark your last Hit Point, or you shift into another stance.

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MARTIAL ARTIST

Specialization

Keen Defenses: When you are targeted by an attack, you can spend a Focus to give the attack roll disadvantage.

Spirit Blast: Spend a Focus to make an Instinct Roll against an adversary within Close range. On a success, deal d20+3 magic damage using your Proficiency, and you can spend an additional Focus to make them temporarily Vulnerable.

MARTIAL ARTIST

Mastery

Limit Breaker: Once per rest, you can perform an unbelievable feat such as running across water, leaping between distant rooftops, or scaling the side of a building without needing to roll. When you do, gain a Hope and clear a Stress.

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