

# The Adventurer

You are a peaceful, diplomatic vagabond, making allies from those you aid, perhaps toppling greater powers by forging strong bonds with others.

Name: \_\_\_\_\_

## Species

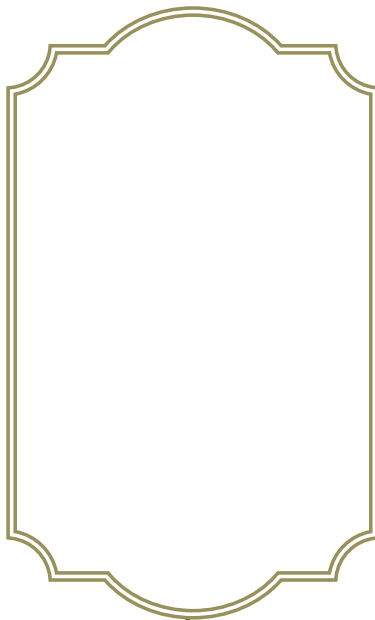
- fox, mouse, rabbit, bird, owl, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- formal, colorful, multicultural, simple
- medal of service, beaded jewelry, carved flute, pouches with pretty stones

## Demeanor

- charming, diplomatic, agreeable, stern



## CHOOSE YOUR NATURE

Extrovert

Clear your exhaustion track when you share a moment of real warmth, friendship, or enjoyment with someone.

Peacemaker

Clear your exhaustion track when you resolve a dangerous conflict nonviolently.

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

- I want to help the Woodland
- I want to explore the Woodland
- I believe the current factions should be overturned
- I must keep a promise to a loved one
- I want freedom from society's constraints

### Whom have you left behind?

- my mentor
- my family
- my loved one
- my student
- my greatest ally

**Which faction have you served the most?** (mark two prestige for appropriate group)

**With which faction have you earned a special enmity?** (mark one notoriety for appropriate group)

## Your Drives

### CHOOSE TWO DRIVES

Ambition

Advance when you increase your reputation with any faction.

Clean Paws

Advance when you accomplish an illicit, criminal goal while maintaining a believable veneer of innocence.

Principles

Advance when you express or embody your moral principles at great cost to yourself or your allies.

Justice

Advance when you achieve justice for someone wronged by a powerful, wealthy, or high-status individual.

## Your Connections

### Partner

\_\_\_\_\_ and I fought alongside each other to defend a clearing from a faction's advances...but we failed. Why did we defend the clearing? Why did we fail? Who defeated us?

*When you fill in this connection, you each mark 2-prestige with the faction you helped, and mark 2-notoriety with the faction you harmed. During play, if you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.*

### Friend

I traveled with \_\_\_\_\_ for a time right after I became a vagabond. They helped keep me safe and showed me the Woodland. What keepsake did I gift them?

*When you help them, you can mark 2-exhaustion to give a +2, instead of 1-exhaustion for a +1.*

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
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_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
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NOTORIETY

PRESTIGE



Charm [+2]



Cunning [+1]



Finesse [0]



Luck [0]



Might [-1]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

## Roguish Feats

START WITH MARKED FEATS

- |   |   |
|---|---|
| <input type="checkbox"/> Acrobatics             | <input type="checkbox"/> Pickpocket                 |
| <input type="checkbox"/> Blindside              | <input type="checkbox"/> Sneak                      |
| <input checked="" type="checkbox"/> Counterfeit | <input type="checkbox"/> Pick Lock                  |
| <input type="checkbox"/> Disable Device         | <input checked="" type="checkbox"/> Sleight of Hand |
| <input type="checkbox"/> Hide                   |   |

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- |   |   |
|---|---|
| <input type="checkbox"/> Cleave           | <input type="checkbox"/> <b>PARRY</b>   |
| <input type="checkbox"/> Confuse Senses   | <input type="checkbox"/> Quick Shot     |
| <input type="checkbox"/> <b>DISARM</b>    | <input type="checkbox"/> Storm a Group  |
| <input type="checkbox"/> <b>HARRY</b>     | <input type="checkbox"/> Trick Shot     |
| <input type="checkbox"/> <b>IMPROVISE</b> | <input type="checkbox"/> Vicious Strike |

## Your Moves CHOOSE THREE

### Sterling Reputation

Whenever you **mark any amount of prestige with a faction**, mark one additional prestige. When you **mark any amount of notoriety with a faction**, you can instead clear an equivalent amount of marked prestige.

### Subduing Strikes

When you **aim to subdue an enemy quickly and nonlethally**, you can **engage in melee** with Cunning instead of Might. You cannot choose to inflict serious harm if you do.

### Galon on the Pulse

When you **gather information about the goings-on in a clearing**, roll with Cunning. On a 10+, ask 3. On a 7-9, ask 2.

- Who holds power in this clearing?
  - Who is the local dissident?
  - What are the denizens afraid of?
  - What do the denizens hope for?
  - What opportunities exist for enterprising vagabonds?
- On a miss, your questions tip off someone dangerous.

### Orator

When you **give a speech to interested denizens of a clearing**, say what you are motivating them to do and roll with Charm. On a hit, they will move to do it as they see fit. On a 10+, choose 2. On a 7-9, choose 1.

- They don't try to take your intent too far
  - They don't disband at the first sign of real resistance
  - They don't demand you stand at their head and lead
- On a miss, they twist your message in unpredictable ways.

### Well-Read

Take +1 Cunning (max +3).

### Fast Friends

When you **try to befriend an NPC you've just met by matching their personality, body language, and desires**, mark exhaustion and roll with Cunning. On a hit, they'll look upon you favorably—ask them any one non-compromising question and they'll answer truthfully, or request a simple favor and they'll do it for you. On a 10+, they really like you—they'll share a valuable secret or grant you a serious favor instead. On a miss, you read them totally wrong, and their displeasure costs you.

## Equipment

STARTING VALUE: 9 CARRYING: \_\_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_\_

# The Arbiter

You are a powerful, obstinate vagabond, serving as somewhere between a mercenary and a protector, perhaps taking sides too easily in the greater conflict between the factions.

Name: \_\_\_\_\_

## Species

- fox, mouse, rabbit, bird, badger, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- large, scarred, well-groomed, old
- faded military insignia, eyepatch, repaired clothes, tarnished locket

## Demeanor

- intimidating, honest, brusque, open

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

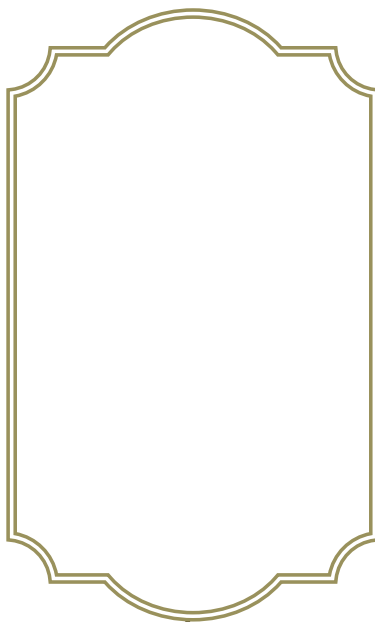
- I'm being hunted by a powerful official
- I wish to make up for a past transgression
- I want to fight injustice
- I must clear my tarnished name
- I have been exiled from most clearings

### Whom have you left behind?

- my peer and friend
- my family
- my loved one
- my ward
- my commander

**Which faction have you served the most?** (mark two prestige for appropriate group)

**With which faction have you earned a special enmity?** (mark one notoriety for appropriate group)



## Your Drives

CHOOSE TWO DRIVES

### Justice

Advance when you achieve justice for someone wronged by a powerful, wealthy, or high-status individual.

### Principles

Advance when you express or embody your moral principles at great cost to yourself or your allies.

### Loyalty

You're loyal to someone; name them.

Advance when you obey their order at a great cost to yourself.

### Protection

Name your ward. Advance when you protect them from significant danger, or when time passes and your ward is safe.

CHOOSE YOUR NATURE

### Defender

Clear your exhaustion track when you put yourself in harm's way to defend someone against injustice or dire threat.

### Punisher

Clear your exhaustion track when you tell a powerful or dangerous villain to their face that you will punish them.

## Your Connections

### Protector

I once protected \_\_\_\_\_ from a mortal blow during a fight, and I would do it again. Why?

*When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.*

### Partner

\_\_\_\_\_ and I together helped a faction take control of a clearing, and share responsibility for it.

*When you fill in this connection, you each mark 2-prestige with the faction you helped, and mark 2-notoriety with the faction you harmed. During play, if you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.*

## YOUR REPUTATION

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NOTORIETY

PRESTIGE



Charm [+1]



Cunning [0]



Finesse [0]



Luck [-1]



Might [+2]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

## Roguish Feats

CHOOSE ONE FEAT TO START

- Acrobatics
- Blindside
- Counterfeit
- Disable Device
- Hide
- Pickpocket
- Sneak
- Pick Lock
- Sleight of Hand

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- CLEAVE**
- Confuse Senses
- DISARM**
- Harry
- Improvise
- PARRY**
- Quick Shot
- STORM A GROUP**
- Trick Shot
- Vicious Strike

## Your Moves CHOOSE THREE

### Brute

Take +1 Might (max +3).

### Carry a Big Stick

When you use words to pause an argument or violent conflict between others, roll with Charm. On a hit, they choose: mark 2-exhaustion and keep going, or stop for now. On a 10+, take +1 ongoing to dealing with them peacefully. On a miss, NPCs turn their anger to you, and PCs take +1 ongoing against you for the scene.

### Crash and Smash

When you smash your way through scenery to reach someone or something, roll with Might. On a hit, you reach your target. On a 10+, choose 1. On a 7-9, choose 2.

- You hurt yourself: mark injury
- You break an important part of your surroundings
- You damage or leave behind a piece of gear (GM's choice)

On a miss, you smash through, but you leave yourself totally vulnerable on the other side.

### Hardy

Take 1 additional injury box. Whenever time passes or you journey to a new clearing, you can clear 2 injury boxes automatically.

### Strong Draw

When you target someone with a bow, mark wear on the bow to roll with Might. On a hit, mark exhaustion to inflict 1 additional injury. Mark exhaustion again to make your shot ignore the enemy's armor—they cannot mark wear to absorb the injury.

### Guardian

When you defend someone or something from an immediate NPC or environmental threat, roll with Might. On a hit, you keep them safe and choose one. On a 7-9, it costs: expose yourself to danger or escalate the situation.

- Draw the attention of the threat; they focus on you now
- Put the threat in a vulnerable spot; take +1 forward to counterstrike
- Push the threat back; you and your protectee have a chance to maneuver or flee

On a miss, you take the full brunt of the blow intended for your protectee, and the threat has you where it wants you.

## Equipment

STARTING VALUE: 10 CARRYING: \_\_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_\_

# The Harrier

You are a quick, enterprising vagabond, racing easily from building to building and clearing to clearing without anything stopping you, perhaps finding yourself in places others would rather keep secret or hidden.

Name: \_\_\_\_\_

## Species

- fox, mouse, rabbit, bird, squirrel, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- roguish, kitted out, vibrant, scarred
- half-started maps, sewn bandana, ball and cup, wide-brimmed hat

## Demeanor

- excited, energetic, passionate, flighty

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

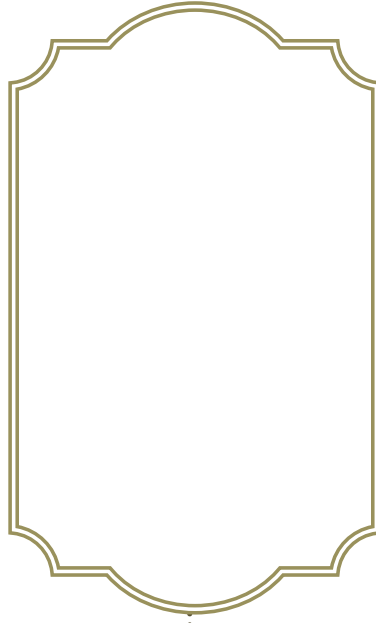
- I want to fight for Woodland freedom
- I am chasing a loved one
- I am on the run for my crimes
- I feel a deep wanderlust
- I am on the run from a commitment at home

### Whom have you left behind?

- my teacher
- my family
- my loved one
- my idol
- my best friend

### Which faction have you served the most? (mark two prestige for appropriate group)

### With which faction have you earned a special enmity? (mark one notoriety for appropriate group)



## Your Drives

CHOOSE TWO DRIVES

### Crime

Advance when you illicitly score a significant prize or pull off an illegal caper against impressive odds.

### Discovery

Advance when you encounter a new wonder or ruin in the forests.

### Infamy

Advance when you decrease your reputation with any faction.

### Wanderlust

Advance when you finish a journey to a clearing.

CHOOSE YOUR NATURE

### Dutiful

Clear your exhaustion track when you take on a dangerous or difficult task on behalf of another.

### Competitive

Clear your exhaustion track when you take dramatically unnecessary risks to show off.

## Your Connections

### Professional

\_\_\_\_\_ and I tried to blaze a new trail between two clearings; without the support of the major factions, it never fully came to fruition.

*If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they attempt a roguish feat, you gain choices on the help move as if you had marked 2-exhaustion when you mark 1-exhaustion.*

### Friend

\_\_\_\_\_ and I forged a bond while investigating a ruin deep in the woods. What strange minor trinkets do each of you carry from that expedition?

*When you help them, you can mark 2-exhaustion to give a +2, instead of 1-exhaustion for a +1.*

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
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NOTORIETY

PRESTIGE



Charm [0]



Cunning [-1]



Finesse [+2]



Luck [+1]



Might [0]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INJURY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EXHAUSTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEPLETION

## Roguish Feats

START WITH MARKED FEATS

- |  |   |
|--|---|
| <input checked="" type="checkbox"/> Acrobatics | <input type="checkbox"/> Pickpocket       |
| <input type="checkbox"/> Blindside             | <input checked="" type="checkbox"/> Sneak |
| <input type="checkbox"/> Counterfeit           | <input type="checkbox"/> Pick Lock        |
| <input type="checkbox"/> Disable Device        | <input type="checkbox"/> Sleight of Hand  |
| <input type="checkbox"/> Hide                  |   |

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- |   |  |
|---|--|
| <input type="checkbox"/> Cleave         | <input type="checkbox"/> Parry             |
| <input type="checkbox"/> Confuse Senses | <input type="checkbox"/> <b>QUICK SHOT</b> |
| <input type="checkbox"/> <b>DISARM</b>  | <input type="checkbox"/> Storm a Group     |
| <input type="checkbox"/> <b>HARRY</b>   | <input type="checkbox"/> <b>TRICK SHOT</b> |
| <input type="checkbox"/> Improvise      | <input type="checkbox"/> Vicious Strike    |

## Your Moves CHOOSE THREE

### Cross Country

Take one extra box of exhaustion. When **your exhaustion track is full and you must mark exhaustion**, you may choose to mark an equivalent amount of injury instead of being removed from the situation or going unconscious.

### Fleet of Foot and Hand

Take +1 Finesse (max +3).

### Don't Shoot the Messenger

Take the *Counterfeit* roguish feat (it does not count against your limit.) When you pretend to be an innocuous messenger carrying a missive of import to **trick** someone, roll with Luck instead of Cunning.

### Parkour

When you **dash your way through a chaotic scene or fight**, roll with Finesse. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1-for-1 to dash to something within sight and reach without being stopped, or to dash away from something nearby without being stopped. You can dash away from an enemy even at the moment they attack. On a miss, your surroundings trip you up, and you're caught in place while danger closes in.

### Traveler Extraordinaire

When you **travel along the paths to another clearing**, you can always give +1 to the roll or clear 2-exhaustion, your choice. When you **travel through the forest to another clearing**, you can always give +1 to the roll or clear 2-depletion, your choice. In both cases, before you arrive at the next clearing, you can ask the GM any two questions about the next clearing, based on what you remember from your last time through.

### Smuggler's Path

You've got a good sense for finding secret paths and doors. When you **spend time looking for a secret way in or out of a place that might have one**, mark exhaustion and roll with Luck. On a hit, you find a hidden path—the GM will detail it and to where it leads. On a 10+, there's something along or inside the path of value to you—the GM will tell you what. On a miss, you find a secret path...and someone else is using it right this second. They probably won't be happy you found their secret.

**Equipment** STARTING VALUE: 9 CARRYING: \_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_

# The Ranger

You are a capable, stealthy vagabond, centered on the forests that fill the Woodland between the clearings, more interested in the wilds than in the company of other Woodland denizens or their society.

Name: \_\_\_\_\_

## Species

- fox, mouse, rabbit, bird, wolf, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- unkempt, scarred, natural, practical
- forest charm, leafy cloak, smoking pipe, stolen ring

## Demeanor

- terse, mistrusting, polite, kind

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

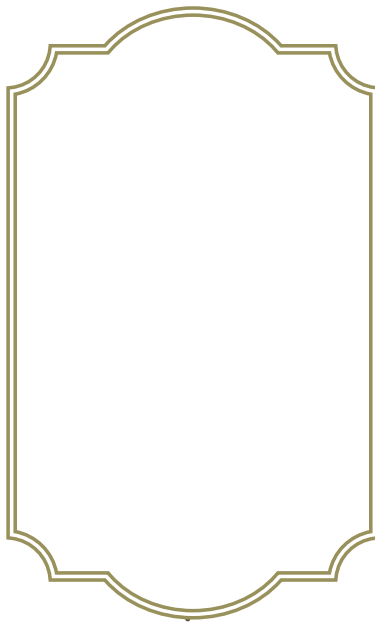
- I dislike the hypocrisy of society
- I am mistrusted by other denizens
- I want to wander the Woodland
- I need to find and save a loved one
- I seek escape from the wars

### Whom have you left behind?

- my commander
- my family
- my best friend
- my student
- no one—I lost those who mattered to me (mark one notoriety with the faction responsible)

### Which faction have you served the most? (mark two prestige for appropriate group)

### With which faction have you earned a special enmity? (mark one notoriety for appropriate group)



## Your Drives

### CHOOSE TWO DRIVES

#### Discovery

Advance when you encounter a new wonder or ruin in the forests.

#### Freedom

Advance when you free a group of denizens from oppression.

#### Revenge

Name your foe. Advance when you cause significant harm to them or their interests.

#### Protection

Name your ward. Advance when you protect them from significant danger, or when time passes and your ward is safe.

### CHOOSE YOUR NATURE

#### Loner

Clear your exhaustion track when you enter a dangerous situation alone, without backup or assistance.

#### Cynic

Clear your exhaustion track when you openly and directly ask dangerous questions about an accepted "truth".

## Your Connections

### Watcher

I was tricked, conned, or deceived by \_\_\_\_\_ once. Why do I choose to continue working with them?

*When you figure them out, you always hold 1, even on a miss. When you plead with them to go along with you, you can let them clear 2-exhaustion instead of 1.*

### Protector

I did something that would have gotten me the enmity of a Woodland faction—if \_\_\_\_\_ hadn't covered for me. What did I do? Why and how did they protect me? Regardless, I feel indebted to them.

*When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.*

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3

NOTORIETY

PRESTIGE



Charm [-1]



Cunning [+1]



Finesse [+1]



Luck [0]



Might [+1]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

## Roguish Feats

START WITH MARKED FEATS

- Acrobatics
- Blindside
- Counterfeit
- Disable Device
- Hide
- Pickpocket
- Sneak
- Pick Lock
- Sleight of Hand

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- CLEAVE**
- Confuse Senses
- DISARM**
- HARRY**
- Improvise
- Parry
- Quick Shot
- Storm a Group
- Trick Shot
- VICIOUS STRIKE**

## Your Moves CHOOSE THREE

### Silent Paws

You are adept at slipping into and out of dangerous situations without anyone noticing. When you **attempt a roguish feat** to sneak or hide, you can mark 2-exhaustion to shift a miss to a 7-9.

### Slip Away

When you **take advantage of an opening to escape from a dangerous situation**, roll with Finesse. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2:

- You suffer injury or exhaustion (GM's choice) during your escape
- You end up in another dangerous situation
- You leave something important behind

On a miss, you escape, but it costs you—mark injury or exhaustion, GM's choice—and you leave ample evidence behind for your foes to track and follow you.

### Poisons and Antidotes

You have expertise in the poisons and antidotes of the Woodland. When you **brew a poison**, mark depletion and say what effect you want it to have: sleep, weakness, inebriation, or death. Any poison you make requires ingestion or injection; you can use the poison on your weapon or put it in your target's food or drink. When you **study a poison or its effects to make an antidote**, the GM will tell you what special ingredient you'll need. Get the ingredient and mark depletion to brew the antidote.

### Forager

When you **travel or pass into a forest**, before making any travel move, you can clear your choice of:

- Up to 3-depletion
- Up to 2-exhaustion
- Up to 2-injury

### Threatening Visage

When you **persuade an NPC** with open threats or naked steel, roll with Might instead of Charm.

### Dirty Fighter

Take two of the following weapon skills: *Trick Shot*, *Confuse Senses*, *Improvise Weapon*, *Disarm*, *Vicious Strike*. None of the skills you take with this move count against your maximum for advancement.

## Equipment

STARTING VALUE: 9 CARRYING: \_\_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_\_



# The Ronin

You are a skilled, willful vagabond, formerly a servant of a lord in a different land, now masterless. You came to the Woodland to live as a free vagabond.

Name: \_\_\_\_\_

## Species

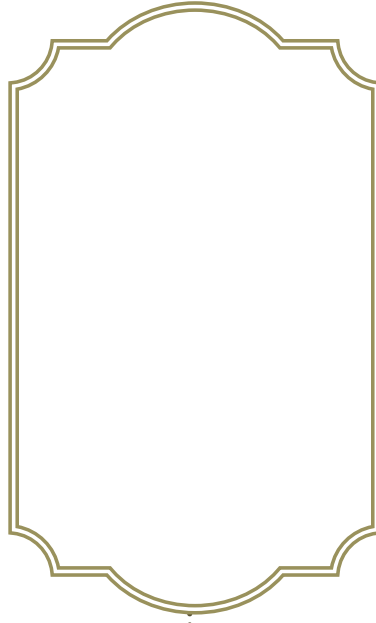
- fox, mouse, rabbit, bird, raccoon dog, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- militaristic, outlandish, simple, colorful
- lord's token, mark of esteem, stringed instrument, board game

## Demeanor

- gruff, polite, direct, dangerous



## CHOOSE YOUR NATURE

Survivor

Clear your exhaustion track when you try to flee or cover allies' flight from a dangerous or overwhelming situation.

Pilgrim

Clear your exhaustion track when you find an expert in a skill you don't possess.

## Your Drives

### CHOOSE TWO DRIVES

Principles

Advance when you express or embody your moral principles at great cost to yourself or your allies.

Revenge

Name your foe. Advance when you cause significant harm to them or their interests.

Thrills

Advance when you escape from certain death or incarceration.

Wanderlust

Advance when you finish a journey to a clearing.

## Background

### Where do you now call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

- I want to build a masterless life
- I seek a cause to redeem myself
- I aim to bring a hunted foe to justice
- I am hunted by old foes
- I need freedom to fulfill my master's last wish

### What happened to your last master?

- assassination
- unjust imprisonment
- disappearance
- justified overthrow
- betrayal

### Which faction have you served the most? (mark two prestige for appropriate group)

### With which faction have you earned a special enmity? (mark one notoriety for appropriate group)

## Your Connections

### Partner

\_\_\_\_\_ and I worked together on my first real task of significance in the Woodland, deposing a dangerous authority figure of a faction. Who did we depose? Why?

*When you fill in this connection, you each mark 2-prestige with the faction you helped, and mark 2-notoriety with the faction you harmed. During play, if you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.*

### Watcher

I see in \_\_\_\_\_ many reminders of my old master. I am drawn to them, even as I watch them carefully. What is it that reminds me of my old master? How do they feel about my watchful eyes?

*When you figure them out, you always hold 1, even on a miss. When you plead with them to go along with you, you can let them clear 2-exhaustion instead of 1.*

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
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_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
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NOTORIETY

PRESTIGE



Charm [+0]



Cunning [+1]



Finesse [0]



Luck [-1]



Might [+2]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

## Roguish Feats

START WITH MARKED FEAT

- |   |  |
|---|--|
| <input type="checkbox"/> Acrobatics           | <input type="checkbox"/> Pickpocket      |
| <input checked="" type="checkbox"/> Blindside | <input type="checkbox"/> Sneak           |
| <input type="checkbox"/> Counterfeit          | <input type="checkbox"/> Pick Lock       |
| <input type="checkbox"/> Disable Device       | <input type="checkbox"/> Sleight of Hand |
| <input type="checkbox"/> Hide                 |  |

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- |   |  |
|---|--|
| <input type="checkbox"/> <b>CLEAVE</b>  | <input type="checkbox"/> Parry                 |
| <input type="checkbox"/> Confuse Senses | <input type="checkbox"/> Quick Shot            |
| <input type="checkbox"/> Disarm         | <input type="checkbox"/> <b>STORM A GROUP</b>  |
| <input type="checkbox"/> <b>HARRY</b>   | <input type="checkbox"/> Trick Shot            |
| <input type="checkbox"/> Improvise      | <input type="checkbox"/> <b>VICIOUS STRIKE</b> |

## Your Moves CHOOSE THREE

### Always Armed

Take the weapon skill *Improvise a Weapon* (it does not count against your limit). When you deal harm with an improvised weapon, deal +1 harm.

### Knowing a Lord's Will

When you **figure out** a denizen of status, authority, or power, roll with Might instead of Charm. When you **trick** a denizen of status, authority, or power by playing subordinate, roll with Might instead of Cunning.

### Well-Mannered

When you **enter a social environment dependent on manners and etiquette**, roll with Cunning. On a 10+, hold 3. On a 7-9, hold 2. Lose all hold when you leave or when social rules fall apart. Spend hold 1-for-1 to:

- Cover up a social faux pas on behalf of yourself or an ally; clear 1-exhaustion
- Call out someone else's social faux pas; inflict 1-morale harm on them
- Charm someone; take +1 ongoing to speak to them while you have hold
- Demonstrate your value; mark prestige with a powerful denizen's faction

On a miss, the rules of etiquette here are far different from what you expected; mark exhaustion as you commit a gravely impolite error.

### Fealty

When you **commit yourself to the cause of someone you deem worthy**, swear an oath to them stating what task you will complete on their behalf. Mark exhaustion to reroll a move made in pursuit of that task. You cannot commit yourself to another cause until you accomplish the first, or break your oath. If you break your oath, fill your exhaustion track and mark 4-notoriety with the faction whose trust you betrayed. If you fulfill your oath, mark 4-prestige with the faction whose trust you kept.

### The Rules of War

When you **call upon a reasonable foe to uphold a rule of war**, roll with Might. On a hit, they feel obliged; choose one below they must follow. On a 7-9, they choose one that you must follow; disobey, and the obligation ends.

- Show mercy to surrendering foes and prisoners
- Refrain from underhanded tactics in a fight
- Face each other without aid, back-up, or assistance
- Keep the violence away from the unarmed or innocent
- Fight to surrender or subdual, without retreat

On a miss, they feel no obligation to your ideas of war; prepare for a brutal lesson in the rules they adhere to.

### Always Watching

Take +1 Cunning (max +3).

## Equipment

STARTING VALUE: **11** CARRYING: \_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_

# The Scoundrel

You are a lucky, dangerous vagabond, acting more as destroyer and troublemaker than anything else, perhaps creating chaos and destruction for its own sake.

Name: \_\_\_\_\_

## Species

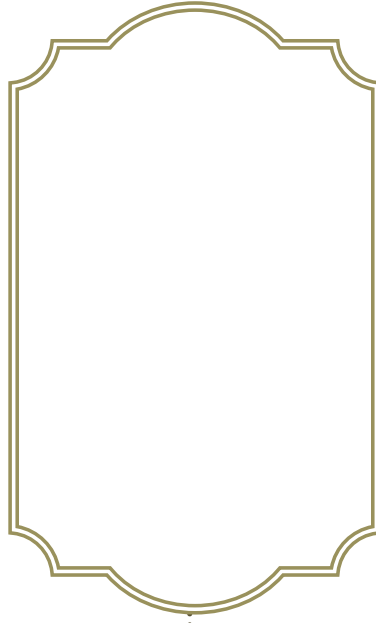
- fox, mouse, rabbit, bird, cat, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- suspicious, impoverished, flea-bitten, scarred
- full face mask, mousesteel spark lighter, overly large coat, sulphurous pouches

## Demeanor

- shifty, slimy, straightforward, naive



## CHOOSE YOUR NATURE

Arsonist

Clear your exhaustion track when you use needlessly destructive or damaging methods to solve a problem.

Combative

Clear your exhaustion track when you try to start a fight against overwhelming opposition.

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

- I am on the run for a destructive crime
- I seek vengeance for my suffering
- I wish to defeat a faction
- I am mistrusted by other denizens
- I want to be free from society's bonds

### Whom have you left behind?

- my teacher
- my family
- my loved one
- my only defender
- my best friend

**Which faction have you served the most?** (mark two prestige for appropriate group)

**With which faction have you earned a special enmity?** (mark one notoriety for appropriate group)

## Your Drives

### CHOOSE TWO DRIVES

Chaos

Advance when you topple a tyrannical or dangerously overbearing figure or order.

Thrills

Advance when you escape from certain death or incarceration.

Crime

Advance when you illicitly score a significant prize or pull off an illegal caper against impressive odds.

Infamy

Advance when you decrease your reputation with any faction.

## Your Connections

### Friend

\_\_\_\_\_ and I once met and pulled off a mad, impossible stunt together. What did we do? Why?

When you **help** them, you can mark 2-exhaustion to give a +2, instead of 1-exhaustion for a +1.

### Partner

\_\_\_\_\_ and I destroyed a faction's resource, on behalf of an opposing faction. Why?

When you **fill** in this connection, you each mark 2-prestige with the faction you helped, and mark 2-notoriety with the faction you harmed. During play, if you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
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_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3

NOTORIETY

PRESTIGE



Charm [+1]



Cunning [-1]



Finesse [0]



Luck [+2]



Might [0]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

## Roguish Feats

START WITH MARKED FEATS

- |  |   |
|--|---|
| <input checked="" type="checkbox"/> Acrobatics | <input type="checkbox"/> Pickpocket       |
| <input type="checkbox"/> Blindside             | <input checked="" type="checkbox"/> Sneak |
| <input type="checkbox"/> Counterfeit           | <input type="checkbox"/> Pick Lock        |
| <input type="checkbox"/> Disable Device        | <input type="checkbox"/> Sleight of Hand  |
| <input checked="" type="checkbox"/> Hide       |   |

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- |  |  |
|--|--|
| <input type="checkbox"/> Cleave                | <input type="checkbox"/> Parry                 |
| <input type="checkbox"/> <b>CONFUSE SENSES</b> | <input type="checkbox"/> <b>QUICK SHOT</b>     |
| <input type="checkbox"/> Disarm                | <input type="checkbox"/> Storm a Group         |
| <input type="checkbox"/> Harry                 | <input type="checkbox"/> Trick Shot            |
| <input type="checkbox"/> <b>IMPROVISE</b>      | <input type="checkbox"/> <b>VICIOUS STRIKE</b> |

## Your Moves CHOOSE THREE

### Arsonist

When you **wreck something** with flagrantly dangerous means (explosives, uncontrolled flame, etc.), roll with Luck instead of Might.

### Create to Destroy

When you **use available materials to rig up a dangerous device**, roll with Finesse. On a hit, you cobble together something that will do what you want, one time. On a 10+, choose one. On a 7-9, choose two. The device is:

- More dangerous than intended
- Larger or more unwieldy than intended
- More temperamental and fragile than intended

On a miss, you need some vital component to finish it; the GM will tell you what.

### It's a Distraction!

You gain the roguish feat *Blindside* (it does not count against your limit).

When you **attempt a roguish feat** to blindside someone while they are distracted by environmental dangers (a raging fire, an oncoming flood, etc.), roll with Luck instead of Cunning.

### Daredevil

You're at your luckiest when you go into danger without hesitation. When you **dive into a dangerous situation without forethought or planning**, treat yourself as having "Luck Armor," with 1 box of wear (remember, armor is only "destroyed" when you would mark another box of wear, and all its boxes are full). The "Luck Armor" automatically goes away once the danger has passed, and the next time you would have "Luck Armor," you gain it as if it was brand new with clear boxes.

### Danger Mask

You have a mask or outfit you wear when you go about your most destructive work—more of a calling card, an identifier of "the real you," than a disguise. Treat it as a piece of equipment with two boxes of wear. While you have your mask on, any notoriety you gain is doubled, any prestige you gain is halved, and take +1 to **trust fate** and all Scoundrel playbook moves. If your mask is ever taken from you, mark exhaustion. If your mask is ever destroyed, mark 4-exhaustion. If your mask is destroyed, you can make a new mask when time passes.

### Better Lucky than Good

When you **use a weapon move (basic or skilled)**, mark exhaustion to roll with Luck instead of the listed stat.

## Equipment

STARTING VALUE: 8 CARRYING: \_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_

# The Thief

You are a cunning, criminal vagabond, capable of stealing even the most well-guarded treasures, perhaps committed to crime and theft for its own sake.

Name: \_\_\_\_\_

## Species

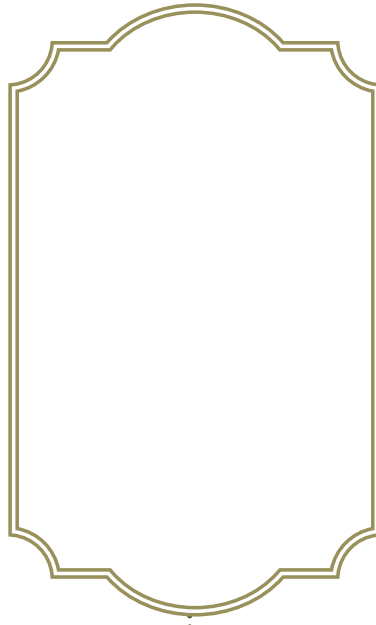
- fox, mouse, rabbit, bird, racoon, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- worn, fidgety, inconspicuous, flamboyant
- black cape, large bag, old broken weapon, stolen scarf

## Demeanor

- fast-talking, quiet, angry, friendly



## CHOOSE YOUR NATURE

Kleptomaniac

Clear your exhaustion track when you try to selfishly steal something valuable or important.

Rebellious

Clear your exhaustion track when you grievously insult, defy, or anger figures of authority.

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

- I have no better way to get food, water, shelter, and money
- I am on the run from "associates"
- I am mistrusted by other denizens
- I am pursuing a treasure
- I am being hunted by a powerful official

### Whom have you left behind?

- my partner-in-crime
- my family
- my loved one
- my protector
- my benefactor

**Which faction have you served the most?** (mark two prestige for appropriate group)

**With which faction have you earned a special enmity?**

(mark one notoriety for appropriate group)

## Your Drives

### CHOOSE TWO DRIVES

Freedom

Advance when you free a group of denizens from oppression.

Greed

Advance when you secure a serious payday or treasure.

Ambition

Advance when you increase your reputation with any faction.

Thrills

Advance when you escape from certain death or incarceration.

## Your Connections

### Professional

I stole something important, something needed or craved, for \_\_\_\_\_.  
I proved my worth to them.

*If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they attempt a roguish feat, you gain choices on the help move as if you had marked 2-exhaustion when you mark 1-exhaustion.*

### Friend

\_\_\_\_\_ sprang to get me out of holding, whether they bailed me out or rescued me. I owe them.

*When you help them, you can mark 2-exhaustion to give a +2, instead of 1-exhaustion for a +1.*

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3

NOTORIETY

PRESTIGE



Charm [0]



Cunning [0]



Finesse [+2]



Luck [+1]



Might [-1]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INJURY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EXHAUSTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEPLETION

## Roguish Feats

CHOOSE FOUR FEATS TO START

- |   |  |
|---|--|
| <input type="checkbox"/> Acrobatics     | <input type="checkbox"/> Pickpocket      |
| <input type="checkbox"/> Blindside      | <input type="checkbox"/> Sneak           |
| <input type="checkbox"/> Counterfeit    | <input type="checkbox"/> Pick Lock       |
| <input type="checkbox"/> Disable Device | <input type="checkbox"/> Sleight of Hand |
| <input type="checkbox"/> Hide           |  |

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- |  |  |
|--|--|
| <input type="checkbox"/> Cleave                | <input type="checkbox"/> <b>PARRY</b>      |
| <input type="checkbox"/> <b>CONFUSE SENSES</b> | <input type="checkbox"/> Quick Shot        |
| <input type="checkbox"/> Disarm                | <input type="checkbox"/> Storm a Group     |
| <input type="checkbox"/> Harry                 | <input type="checkbox"/> <b>TRICK SHOT</b> |
| <input type="checkbox"/> <b>IMPROVISE</b>      | <input type="checkbox"/> Vicious Strike    |

## Your Moves CHOOSE THREE

### Breaking and Entering

When you **attempt roguish feats** to get into or out of a place you've previously been, you can mark exhaustion to make the move as if you had rolled a 10+, instead of rolling.

### Disappear Into the Dark

When you **slip into shadows while unnoticed**, mark exhaustion and hold 1. As long as you remain quiet, move slowly, and hold 1 for this move, you will remain hidden. If you inadvertently reveal yourself, lose your hold. Spend your hold to reveal yourself from a darkened place, suddenly and without warning. If you attack someone immediately after spending the hold, take +3 on the roll.

### Rope-a-Dope

When you **evade and dodge your enemy so as to tire them out**, roll with Finesse. On a hit, you can mark exhaustion to make them mark 2-exhaustion. On a 10+, you can mark exhaustion to make them mark 3-exhaustion. On a miss, they catch you in the middle of a dodge—you're at their mercy.

### Small Hands

When you **grapple** with an enemy larger than you, roll with Finesse instead of Might. On a miss, they overpower you—you're at their mercy.

### Master Thief

Take +1 Finesse (max +3).

### Nose for Gold

When you **figure someone out**, you can always ask (even on a miss):

- what is the most valuable thing they are carrying?

When you **read a tense situation**, you can always ask (even on a miss):

- what is the most valuable thing here?

## Equipment

STARTING VALUE: 6 CARRYING: \_\_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_\_

# The Tinker

You are an adept, clever vagabond, interested in mechanisms and craftsmanship, perhaps possessed of ideas that separate you from those around you.

Name: \_\_\_\_\_

## Species

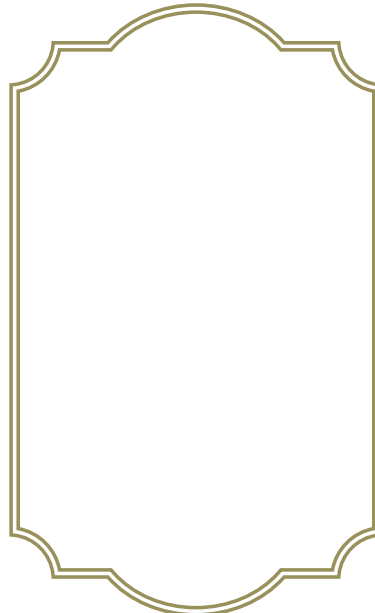
- fox, mouse, rabbit, bird, beaver, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- scattered, organized, grubby, singed
- eccentric tool belt, beautiful whetstone, former patron's insignia, massive packs

## Demeanor

- hopeful, cheerful, inquisitive, cynical



## CHOOSE YOUR NATURE

Perfectionist

Clear your exhaustion track when you replace someone else's existing tool or resource with something truly great.

Radical

Clear your exhaustion track when you espouse dangerous ideas to the wrong audience.

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

- I refuse to keep my ideas to myself
- I need to rebuild my workshop anew in a safe place
- I crave adventure
- I need to find and save my family
- I need to keep my most dangerous design safe

### Whom have you left behind?

- my mentor
- my family
- my best friend
- my loved one
- my leader

**Which faction have you served the most?** (mark two prestige for appropriate group)

**With which faction have you earned a special enmity?** (mark one notoriety for appropriate group)

## Your Drives

### CHOOSE TWO DRIVES

Greed

Advance when you secure a serious payday or treasure.

Ambition

Advance when you increase your reputation with any faction.

Revenge

Name your foe. Advance when you cause significant harm to them or their interests.

Protection

Name your ward. Advance when you protect them from significant danger, or when time passes and your ward is safe.

## Your Connections

### Professional

\_\_\_\_\_ and I have been working together well for a while. We read each other's moves easily.

*If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they attempt a roguish feat, you gain choices on the help move as if you had marked 2-exhaustion when you mark 1-exhaustion.*

### Family

\_\_\_\_\_ and I had each other's back when we were run out of a clearing because our natures got out of hand.

*When you help them fulfill their nature, you both clear your exhaustion track.*

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3

NOTORIETY

PRESTIGE



Charm [-1]



Cunning [+2]



Finesse [+1]



Luck [0]



Might [0]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INJURY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EXHAUSTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEPLETION

## Roguish Feats

START WITH MARKED FEATS

- |  |   |
|--|---|
| <input type="checkbox"/> Acrobatics                | <input type="checkbox"/> Pickpocket           |
| <input type="checkbox"/> Blindside                 | <input type="checkbox"/> Sneak                |
| <input checked="" type="checkbox"/> Counterfeit    | <input checked="" type="checkbox"/> Pick Lock |
| <input checked="" type="checkbox"/> Disable Device | <input type="checkbox"/> Sleight of Hand      |
| <input type="checkbox"/> Hide                      |   |

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- |   |  |
|---|--|
| <input type="checkbox"/> <b>CLEAVE</b>    | <input type="checkbox"/> Parry             |
| <input type="checkbox"/> Confuse Senses   | <input type="checkbox"/> Quick Shot        |
| <input type="checkbox"/> Disarm           | <input type="checkbox"/> Storm a Group     |
| <input type="checkbox"/> <b>HARRY</b>     | <input type="checkbox"/> <b>TRICK SHOT</b> |
| <input type="checkbox"/> <b>IMPROVISE</b> | <input type="checkbox"/> Vicious Strike    |

## Your Moves

YOU GET **TOOLBOX & REPAIR**, THEN CHOOSE ONE MORE

### Toolbox

You have a kit of tools and supplies with which you work on long-term projects. Choose two features:

*assorted scrap wood, assorted gears and springs, esoteric hand tools, manuals, assorted medicines, portable alchemy kit, sewing kit, cookware, minor explosives*

Choose one drawback:

*heavy (counts as 2 Load instead of 1), bulky & obvious, stolen, fragile*

When you **open up your toolkit and dedicate yourself to making a thing or to getting to the bottom of something**, decide what and tell the GM. The GM will give you between 1 to 4 conditions you must fulfill to accomplish your goal, including time taken, materials needed, help needed, facilities/tools needed, or the limits on the project. When you **accomplish the conditions**, you accomplish the goal.

### Repair

When you **repair destroyed personal equipment with your toolbox**, the GM will set one condition as per the **Toolbox** move. Fulfill it, and clear all wear for that equipment. When you **repair damaged personal equipment with your toolkit**, you do it as long as you spend depletion or Value, 1 for 1, for each box of wear you clear.

### Big Pockets

Take two extra boxes of depletion.

### Jury Rig

When you **create a makeshift device on the fly**, roll with Cunning. On a hit, you create a device that works once, then breaks. On a 10+, choose one:

- It works exceptionally well
- You get an additional use out of it

On a miss, the device works, but it has an unintended side effect that the GM will reveal when you use it.

### Nimble Mind

When you **attempt roguish feats** involving mechanisms or locks, mark depletion to roll with Cunning instead of Finesse.

### Dismantle

When you **dismantle a broken or disabled piece of equipment or machinery**, clear 2-depletion.

## Equipment

STARTING VALUE: 8 CARRYING: \_\_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_\_



# The Vagrant

You are a charming, survivor vagabond, using words to get out of dangerous situations, perhaps even setting possible predators upon each other to keep them away from yourself.

Name: \_\_\_\_\_

## Species

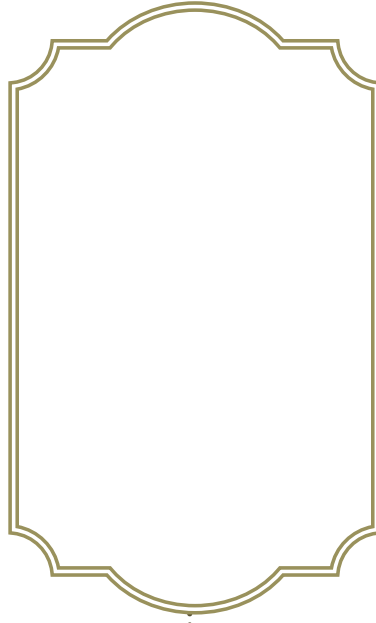
- fox, mouse, rabbit, bird, opossum, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- mangy, wild, patchwork, inconspicuous
- stolen military insignia, tattered cloak, luck charm, gambling paraphernalia

## Demeanor

- excited, low key, thoughtful, angry



## CHOOSE YOUR NATURE

**Glutton**

Clear your exhaustion track when you overindulge on vices like drink, food, and gambling.

**Hustler**

Clear your exhaustion track when you try to spring a con on a powerful or dangerous mark.

## Your Drives

### CHOOSE TWO DRIVES

**Chaos**

Advance when you topple a tyrannical or dangerously overbearing figure or order.

**Thrills**

Advance when you escape from certain death or incarceration.

**Clean Paws**

Advance when you accomplish an illicit, criminal goal while maintaining a believable veneer of innocence.

**Wanderlust**

Advance when you finish a journey to a clearing.

## Your Connections

### Family

After \_\_\_\_\_ and I pulled off an impressive heist and stole something very valuable from a powerful faction, my bad choices landed me in dire straits. But they bailed me out, and we've been close ever since.

When you help them fulfill their nature, you both clear your exhaustion track.

### Watcher

\_\_\_\_\_ saw through one of my cons, and turned it back on me. How? Why did we forgive each other?

When you figure them out, you always hold I, even on a miss. When you plead with them to go along with you, you can let them clear 2-exhaustion instead of 1.

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

- I am being hunted by a powerful vagabond
- I can't settle down with the denizen I truly love
- I seek to depose corrupt and dangerous leaders
- I feel deep wanderlust
- I am on the run for my lies

### Whom have you left behind?

- my partner in crime
- my family
- my loved one
- my boss
- my best friend

**Which faction have you served the most?** (mark two prestige for appropriate group)

**With which faction have you earned a special enmity?**

(mark one notoriety for appropriate group)

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
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NOTORIETY

PRESTIGE



Charm [+2]



Cunning [+1]



Finesse [-1]



Luck [0]



Might [0]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INJURY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EXHAUSTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEPLETION

## Roguish Feats

START WITH MARKED FEATS

- Acrobatics
- Blindside
- Counterfeit
- Disable Device
- Hide
- Pickpocket
- Sneak
- Pick Lock
- Sleight of Hand

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- Cleave
- Confuse Senses
- Disarm
- HARRY**
- IMPROVISE**
- Parry
- QUICK SHOT**
- Storm a Group
- Trick Shot
- VICIOUS STRIKE**

## Your Moves CHOOSE THREE

### Instigator

When you **trick an NPC** into fighting another NPC, you can remove one option from the 7-9 list—they cannot choose that option instead of doing what you want.

### Pleasant Facade

When you **suck up to or otherwise butter up an unsuspecting NPC**, roll with Charm. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1 for 1 to deflect their suspicion or aggression away from you onto someone or something else. On a miss, your attempts at flattery are suspicious—they're going to keep their eye on you.

### Desperate Smile

When you **trust fate** to see you through by begging, pleading, or abasing yourself, roll with Charm instead of Luck.

### Charm Offensive

When you **play upon an enemy's insecurities, concerns, or fears to distract them with words during a fight**, roll with Cunning. On a hit, you create an opening for yourself—make any available weapon move against them at +1, or strike quickly and deal injury to them. On a 7-9, you also tick them off; they aren't listening to you anymore, no matter what you do, until the situation drastically changes. On a miss, you infuriate them—they come at you, hard, and you're not prepared.

### Let's Play

When you **play a game of skill and wit to loosen another's tongue**, roll with Charm. On a hit, they let slip something useful or valuable. On a 7-9, you have to lose the game to get them there; mark depletion. On a miss, they're better than you ever thought; either mark depletion and cut your losses, or mark 3-depletion and they'll start talking.

### Pocket Sand

Take the weapon skill *Confuse Senses* (it does not count against your limit). When you **throw something to confuse an opponent's senses at close or intimate range**, roll with Cunning instead of Finesse.

**Equipment** STARTING VALUE: 9 CARRYING: \_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_

# Basic Moves

## Attempt a Roguish Feat

When you **attempt a roguish feat you are skilled in**, say your goal and roll with Finesse. On a hit, you achieve your goal. On a 7-9, mark exhaustion or one risk of your feat (GM's choice) comes to bear. When you attempt a roguish feat you are NOT skilled in, you are trusting fate.

## Figure Someone Out

When you **try to figure someone out**, roll with Charm. On a 10+, hold 3. On a 7-9, hold 1. While interacting with them, spend your hold 1 for 1 to ask their player a question:

- is your character telling the truth?
- what is your character really feeling?
- what does your character intend to do?
- what does your character wish I'd do?
- how could I get your character to \_\_\_\_\_?

## Persuade an NPC

When you **persuade an NPC** with promises or threats, roll with Charm. On a 10+, they see things your way, provided you have given them a strong motive or reasonable bribe. On a 7-9, they aren't sure; the GM will tell you what you need to do to sway them.

## Roguish Feats

Feat Name	Description	Risks
Acrobatics	Adeptly climbing, vaulting, jumping	Break something, detection, plunge into danger
Blindside	Backstab, murder, sneak attack, suckerpunch	Draw unwanted attention, leave evidence, plunge into danger
Counterfeit	Copying, forgery, fakery	Leave evidence, take too long, weak result
Disable Device	Disarming traps, turning off mechanisms	Break something, draw unwanted attention, expend resources
Hide	Disappear from view, remain hidden	Expend resources, leave evidence, take too long
Pick Lock	Open a locked door, chest, etc.	Break something, detection, plunge into danger
Pickpocket	Subtly steal from a pocket	Leave evidence, take too long, weak result
Sleight of Hand	Palming, switching, ditching, flourishes	Draw unwanted attention, leave evidence, weak result
Sneak	Get into or out of places without being seen	Break something, draw unwanted attention, plunge into danger

## Read a Tense Situation

When you **read a tense situation**, roll with Cunning. On a 7-9, ask 1. On a 10+, ask 3. Take +1 when acting on the answers.

- what's my best way out / in / through?
- who or what is the biggest threat?
- who or what is most vulnerable to me?
- what should I be on the lookout for?
- who is in control here?

## Trick an NPC

When you **trick an NPC** to get what you want, roll with Cunning. On a hit, they take the bait and do what you want. On a 7-9, they can instead choose one:

- they hesitate; you shake their confidence or weaken their morale.
- they stumble; you gain a critical opportunity.
- they overreact; take +1 forward against them.

## Trust Fate

When you **trust fate** to get through trouble, roll with Luck. On a hit you scrape by or barrel through; the GM will tell you what it costs you. On a 10+, fortune favors the bold; your panache also earns you a fleeting opportunity.

## Wreck Something

When you **wreck something**, roll with Might. On a hit, you seriously break it; it can't be used again until it's repaired. On a 7-9, you're imprecise and dangerous; you cause collateral damage, attract attention, or end up in a bad spot, GM's choice.

## Help or Interfere

When you **help or interfere** with another vagabond, mark exhaustion to add +1 or -2 to their roll (after rolling). Mark exhaustion again to select one of the following:

- conceal your help or interference
- create an opportunity or obstacle

## Plead with a PC

When you **plead with a PC** to go along with you, they clear 1 exhaustion if they agree to what you've proposed. You may use this move only once per session.

## Risks Definitions

### BREAK SOMETHING

Break something you're carrying or in the environment. Possibly mark wear.

### DETECTION

Straight up get noticed by onlooker.

### DRAW UNWANTED ATTENTION

Either create hostile onlookers where before no one cared, or call attention without actually being detected.

### EXPEND RESOURCES

Use up supplies. Mark depletion or exhaustion as the GM chooses.

### LEAVE EVIDENCE

Leave behind evidence that can later lead an investigation against you or expose your allies to retribution.

### PLUNGE INTO DANGER

Seize the chance to act and run into a more dangerous situation.

### TAKE TOO LONG

Take too much time, leading the situation to change around you in some meaningful way.

### WEAK RESULT

Get a hard choice about exactly what you want, or just straight up don't quite get everything you want.

# Weapon Moves

All vagabonds can use Engage, Grapple, or Target, if they have a weapon with the right range.

To use a special weapon move, you must have both a weapon with the appropriate tag and the weapon skill. (Improvise Weapon and Confuse Senses just require usable materials.)

By default, unarmed vagabonds do 1 exhaustion harm. Armed vagabonds do 1 injury harm.

## Engage in Melee

When you **engage an enemy in melee at close or intimate range**, roll with Might. On a hit, trade harm. On a 10+, pick 3. On a 7–9, pick 1.

- inflict serious (+1) harm
- suffer little (-1) harm
- shift your range one step
- impress, dismay, or frighten your foe

## Grapple an Enemy

When you **grapple with an enemy at intimate range**, roll with Might. On a hit, you choose simultaneously. Continue making choices until someone disengages, falls unconscious, or dies. On a 10+, you make one choice first, before beginning to make simultaneous choices.

- you strike a fast blow; inflict injury
- you wear them down; they mark exhaustion
- you exploit weakness; mark exhaustion to inflict 2-injury
- you withdraw; disengage to close range

## Target Someone

When you **target a vulnerable foe at far range**, roll with Finesse. On a hit, you inflict injury. On a 10+, you can strike again before they get to cover—inflict injury again—or keep your position hidden, your choice.

## Cleave SPECIAL

When you **cleave armored foes at close range**, mark exhaustion and roll with Might. On a hit, you smash through their defenses and equipment; inflict 3-wear. On a 7–9, you overextend your weapon or yourself: mark wear or end up in a bad spot, your choice.

## Confuse Senses SPECIAL

When you **throw something to confuse an opponent's senses at close or intimate range**, roll with Finesse. On a hit, you've thrown them off balance, blinded them, deafened them, or confused them, and given yourself an opportunity. On a 10+, they have to take some time to get their bearings and restore their senses before they can act clearly again. On a 7–9, you have just a few moments.

## Disarm SPECIAL

When you **target an opponent's weapon with your strikes at close range**, roll with Finesse. On a hit, they have to mark 2-exhaustion or lose their weapon—it's well out of reach. On a 10+, they have to mark 3-exhaustion instead of 2.

## Harry a Group SPECIAL

When you **harry a group of enemies at far range**, mark wear and roll with Cunning. On a 10+, both. On a 7–9, choose 1.

- inflict 2-morale harm
- they are pinned or blocked

## Improvise Weapon SPECIAL

When you **make a weapon out of improvised materials around you**, roll with Cunning. On a hit, you make a weapon; the GM will tell you its range tag and at least one other beneficial tag based on the materials you used. On a 7–9, the weapon also has a weakness tag.

## Parry SPECIAL

When you **try to parry the attacks of an enemy at close range**, mark exhaustion and roll with Finesse. On a hit, you consume their attention. On a 10+, all 3. On a 7–9, pick 1.

- you inflict morale or exhaustion (GM's choice)
- you disarm your opponent; their weapon is out of hand, but in reach
- you don't suffer any harm

## Quick Shot SPECIAL

When you **fire a snap shot at an enemy at close range**, roll with Luck. On a hit, inflict injury. On a 7–9, choose 1. On a 10+, choose 2.

- you don't mark wear
- you don't mark exhaustion
- you move quickly and change your position (and, if you choose, range)
- you keep your target at bay—they don't move

## Storm a Group SPECIAL

When you **storm a group of foes in melee**, mark exhaustion and roll with Might. On a hit, trade harm. On a 10+, choose 2. On a 7–9, choose 1.

- you show them up; you inflict 2-morale harm
- you keep them off balance and confused; you inflict 2-exhaustion
- you avoid their blows to the best of your ability; you suffer little (-1) harm.
- you use them against each other; mark exhaustion again and they inflict their harm against themselves

## Trick Shot SPECIAL

When you **fire a clever shot designed to take advantage of the environment at any range**, mark wear and roll with Finesse. On a 7–9, choose 2. On a 10+, choose 3.

- your shot lands in any target of your choice within range, even if it's behind cover or hidden (inflicting injury or wear if appropriate)
- your shot strikes a second available target of your choice
- your shot cuts something, breaks something, or knocks something over, your choice
- your shot distracts an opponent and provides an opportunity

## Vicious Strike SPECIAL

When you **viciously strike an opponent where they are weak at intimate or close range**, mark exhaustion and roll with Might. On a hit, they suffer serious (+1) harm and cannot mark wear on their armor to block it. On a 10+, you get away with the strike. On a 7–9, they score a blow against you as well.

# Character Creation

## Setup Your Character

**1** Choose a playbook. Your playbook is an archetype that represents the overarching kind of vagabond you are, what special moves you have, and what kind of jobs you perform.

**2** Choose a name, species, and details. Your species describes what kind of animal you are, and might affect how other denizens see you. Your details refer to your outward presentation and demeanor. Circle as many options as apply.

**3** Choose where to add +1 to your stats. Your stats represent your particular strengths and weaknesses, and are used when you trigger moves. You can add +1 to a stat of your choice, but you cannot raise a stat beyond +2 at this point.

**4** Choose your background. Background questions help fill in detail about your character's history. Answer each background question, either choosing an option and fleshing it out with some details, or describing a different answer. Your last two background questions have you mark prestige and notoriety; mark it on your reputation track as appropriate.

**5** Choose your nature. Your nature represents your character's innermost self, and way of relieving stress. Fulfilling your nature helps you clear exhaustion. Select one nature from the two options.

**6** Choose your drives. Your drives represent your character's goals and desires. Fulfilling drives earns advancements for your character. Each drive can earn one advancement per session. Select two drives from the four options.

**7** Choose your moves. Most playbooks get three total moves. Most get to choose from their list. Choose your special moves, abilities unique to your character (for now).

**8** Choose your roguish feats (if needed). Roguish feats are special larcenous skills; if they are marked on your playbook, you are particularly adept at those tasks. Many playbooks start with feats selected; some have you choose.

**9** Choose your weapon skill(s). Weapon skills are special moves you use with suited weapons. Choose as your playbook instructs, usually a single skill from the bold options.

**10** Spend starting value on equipment. Your starting value is listed, and you can choose and create equipment with it. Anything you don't spend, you keep as coin. Make sure you fill in your "Burdened" and "Max" Load values.

**11** Once everyone is done with their character creation through step 10, go around and introduce them.

**12** Then go around again and do connections. Connections represent the bonds between the vagabonds. Each player fills in another vagabond's name in each connection.

## Species

badger • beaver • bluejay • cat • fox • hawk • lizard • mouse  
opossum • otter • owl • raccoon • rabbit • squirrel • wolf

## Advancements

When you advance by following a drive, choose one from the list:

- Take +1 to a stat (max +2)
- Take a new move from your playbook (max 5 moves from your own playbook)
- Take a new move from another playbook (max 2 moves from other playbooks)
- Take up to two new weapon skills (max 7 total)
- Take up to two new roguish feats (max 6 total)
- Add 1 box to any one harm track (max 6 each)
- Take up to two new connections (max 6 total)

You cannot take more than one advance per drive per session.

## Names

Aimee • Alvin • Anders • Alyse • Bhea • Billi • Braden • Buford  
Cesspyr • Cloak • Cinder • Constance • Dawna • Dewly • Doneel  
Dugan • Ellaine • Emmie • Ewan • Edward • Flannera • Fog • Foster  
Frink • Gemma • Golden • Greta • Gustav • Harper • Henny  
Hinnic • Howerd • Igrin • Ilso • Inda • Irwen • Jacly • Jasper • Jinx  
Johann • Kagan • Keilee • Keera • Konnor • Laina • Lindyn • Lockler  
Longtooth • Masgood • Mint • Monca • Murty • Nail • Nan • Nigel  
Nomi • Olaga • Omin • Orry • Oxley • Pattee • Phona • Pintin  
Prewitt • Quay • Quentin • Quill • Quinella • Reece • Rhodia • Roric  
Rose • Sarra • Selwin • Sorin • Stasee • Tammora • Thickfur • Timber  
Tondric • Ulveny • Ulvid • Ummerly • Urma • Vance • Vennic • Vittora  
Vost • Wanda • Wettlecross • Whickam • Woodleaf • Xander • Xara  
Xeelie • Xim • Yasmin • Yates • Yolenda • Yotterrie • Zachrie • Zain  
Zoic • Zola

## Connections

### PROTECTOR

When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.

### PARTNER

When you fill in this connection, you each mark 2-prestige with the faction you helped, and mark 2-notoriety with the faction you harmed. During play, if you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.

### WATCHER

When you **figure them out**, you always hold 1, even on a miss. When you **plead with them to go along with you**, you can let them clear 2-exhaustion instead of 1.

### FRIEND

When you **help** them, you can mark 2-exhaustion to give a +2, instead of 1-exhaustion for a +1.

### PROFESSIONAL

If you share information with them after **reading a tense situation**, you both benefit from the +1 for acting on the answers. If you **help** them while they **attempt a roguish feat**, you gain choices on the **help** move as if you had marked 2-exhaustion when you mark 1-exhaustion.

### FAMILY

When you help them fulfill their nature, you both clear your exhaustion track.

# Travel Moves

When your band travels, time passes, and any applicable moves trigger.

## Travel Through the Forest

When you travel from clearing to clearing through the forest, the band collectively decides how it travels and one member rolls:

- slowly, foraging heavily: everyone clears 2-depletion; the band collectively marks an exhaustion for each band member; -1 to the roll.
- carefully, avoiding trouble: the band collectively marks one depletion or exhaustion for each band member; +1 to the roll.
- as quickly as possible: everyone marks exhaustion and depletion; +2 to the roll.

On a hit, you pass through the forest to any clearing on the other side. Along the way, one of you spots an interesting site; you leave markers so you can return after you finish your trip. On a 10+, the transit is largely safe. On a 7-9, something from the forest is following you; you can let it track you, or every vagabond marks exhaustion to lose it. On a miss, you run afoul of one of the forest's dangers during the trip, and you can't escape it easily; deal with it before you can reach the clearing on the other side.

## Travel Along the Path

When you travel from clearing to clearing along the path, the band collectively decides how it travels and one member rolls:

- at a relaxing pace: everyone clears 3-exhaustion; the band collectively marks a total of 2-depletion; -1 to the roll.
- at an average pace: everyone clears 2-exhaustion; the band collectively marks 1-depletion; +0 to the roll.
- safely, quickly, and under the radar: the band collectively marks 1-depletion for supplies; +1 to the roll.
- urgently fast: everyone marks exhaustion; +2 to the roll.

On a hit, you reach the next clearing in a timely fashion.

On a 10+, the trip is uninterrupted and quick. On a 7-9, you encounter something noteworthy on the path—a caravan, a battleground, or something else odd passing through. On a miss, you are caught in the middle of a dangerous situation before you arrive at the next clearing.

# Reputation Moves

Your **Reputation** is the overall representation of how well or poorly a faction views you. **Prestige** helps you gain positive Reputation; **notoriety** pushes you towards negative Reputation.

## Ask for a Favor

When you ask for a reasonable favor based on your reputation, roll with Reputation with the appropriate faction. On a hit, they'll grant you what you want. On a 7-9, it costs your rep a bit; clear prestige or mark notoriety, your choice. On a miss, they refuse and view you with suspicion; mark notoriety.

## Meet Someone Important

When you meet with someone important for the first time, roll with Reputation for their faction. On a hit, you're aware of their wider reputation (if any), and they're aware of yours (if any). On a 7-9, pick one. On a 10+, both.

- you've heard stories; ask a question about them, and the GM will tell you one story you've heard about them as an answer.
- they've heard something in your favor; take +1 forward when you first try to play up your connection with them and their faction.

On a miss, you only know the basics about them, and they've heard stories about you and the things you've done, true or false—prepare for major complications.

## Sway an NPC

**REQUIRES +2 OR HIGHER REPUTATION**

When you try to sway an open or vulnerable NPC by appealing to their belief in your reputation, roll with Reputation for their faction. On a hit, you can change their mind about the world; say what you want them to believe, and the GM will rewrite their drive accordingly. On a 7-9, you use up some goodwill; clear 3-prestige. If you don't have enough prestige to clear, mark the remainder in notoriety. On a miss, the NPC takes the wrong message away from what you say; the GM will rewrite their drive accordingly.

## Command Resources

**REQUIRES +3 REPUTATION**

When you command an NPC to give you significant, valuable resources, roll with Reputation for their faction. On a 10+, you get what you need as soon as they can get it to you. On a 7-9, they impose a condition on how you can use the resources, or what you must return to the faction in recompense. On a miss, they don't have what you need, but they tell you a way you can get it at a steep cost or some serious difficulty.

## Draw Attention

**REQUIRES -2 OR LOWER REPUTATION**

When you try to publicly draw attention to yourself as an enemy of a faction, roll with Reputation for that faction, treating it as positive (+2 or +3) for this roll. On a hit, you draw out the faction's resources to oppose you; brace yourself. On a 7-9, choose 1; on a 10+, choose 2.

- the faction employs significant military strength to chase you down
- the faction deploys an available, capable NPC agent (of your choice) to chase you down
- the faction is rattled by your threat; mark 2-notoriety with them

On a miss, your enemies are already moving against you quietly; the GM tells you how they catch you unprepared.

## Make a Pointed Threat

**REQUIRES -3 REPUTATION**

When you make a pointed threat to an NPC by wielding your reputation, roll with Reputation for their faction, treating it as positive (+3) for this roll. On a 10+, they are rattled; they must surrender, retreat, or charge, GM's choice. On a 7-9, you must make a demonstration of your dangerous intent first, before they are rattled. On a miss, your reputation precedes you; they reveal how they prepared for someone like you.

# Gamemaster Reference

## Agendas

- Make the Woodland seem large, alive, and real
- Make the vagabonds' lives adventurous and important
- Play to find out what happens

## Principles

- Describe the world like a living painting.
- Address yourself to the characters, not the players.
- Be a fan of the vagabonds.
- Make your move but misdirect.
- Sometimes, disclaim decision-making.
- Make the factions and their reach a constant presence.
- Give denizens drives and fears.
- Follow the ripples of every major action.
- Call upon their station and reputation.
- Bring danger to seemingly safe settings.

## Moves

- Inflict injury, exhaustion, wear, depletion, or morale (as established).
- Reveal an unwelcome truth.
- Show signs of an approaching threat.
- Capture someone.
- Put someone in a spot.
- Disrupt someone's plans and schemes.
- Make them an offer to get their way.
- Show them what a faction thinks of them.
- Turn their move back on them.
- Activate a downside of their background, reputation, or equipment.
- After every move, "what do you do?"

## If you get stuck...

### **GIVE THEM A CARROT OR A STICK.**

They're vagabonds — there's a good chance they'll seize on a dangled opportunity for profit, revenge, whatever fits their drives. But also, they're vagabonds — plenty of denizens mistrust them, and a knife at your throat is plenty good motivation to act.

### **SHOW A FACTION'S FANGS.**

Every faction in the game can be threatening — even the denizens, if they want to. When the fangs come out, things start happening.

### **TARGET THEIR REPUTATIONS.**

If they want to look like good guys, then threaten that with possible notoriety. If they don't mind being criminals, threaten that with someone who looks up to them.

## Notes

# NPCs and Harm

## Creating NPCs

When you create a new NPC, give them a name, a description (including species), a job, and a drive.

When they get into a real fight or would mark harm, give them harm tracks and/or attacks.

Give them injury, exhaustion, wear, and morale harm tracks with at least 1 box and no more than 5 boxes in each track for a single character.

Choose their weapon, with a range (intimate, close, far) and an amount of harm that it deals (at least 1 injury or exhaustion, often more). A lethal weapon deals more injury, a tricky or tiring weapon deals more exhaustion, a bashing or breaking weapon deals more wear.

## Groups of NPCs can be treated as mobs.

- 5-10 average denizens are a small mob: 3 boxes of each harm type, deals x2 average harm
- 10-20 average denizens are a medium mob: 5 boxes of each harm type, deals x3 average harm
- 20+ average denizens are a large mob: 7 boxes of each harm type, deals x4 average harm

## Names

Aimee • Alvin • Anders • Alyse • Bhea • Billi • Braden • Buford  
Cesspyr • Cloak • Cinder • Constance • Dawna • Dewly  
Doneel • Dugan • Ellaine • Emmie • Ewan • Eward • Flannera  
Fog • Foster • Frink • Gemma • Golden • Greta • Gustav  
Harper • Henny • Hinnic • Howerd • Igrin • Ilso • Inda • Irwen  
Jacly • Jasper • Jinx • Johann • Keilee • Kagan • Keera • Konnor  
Laina • Lindyn • Lockler • Longtooth • Masgood • Mint  
Monca • Murty • Nail • Nan • Nigel • Nomi • Olaga • Omin  
Orry • Oxley • Pattee • Phona • Pintin • Prewitt • Quay  
Quentin • Quill • Quinella • Reece • Rhodia • Roric • Rose  
Sarra • Selwin • Sorin • Stasee • Tammora • Thickfur • Timber  
Tondric • Ulveny • Ulvid • Ummery • Urma • Vance • Vennic  
Vittora • Vost • Wanda • Wettlecross • Whickam • Woodleaf  
Xander • Xara Xeelie • Xim • Yasmin • Yates • Yolenda • Yotterie  
Zachrie • Zain • Zoic • Zola

## Species

badger • beaver • bluejay • cat • fox • hawk • lizard • mouse  
opossum • otter • owl • raccoon • rabbit • squirrel • wolf

## Drives

to get revenge • to get rich • to make family safe  
to make home safe • to gain power • to explore  
to build something magnificent • to resist invaders  
to defend the weak • to destroy an enemy • to wage war  
to prove worth • to undermine a figure of power  
to find comfort • to serve a higher cause • to escape  
to negotiate peaceful resolutions • to survive at all costs  
to earn social status and position • to take control  
to exert power and authority on others • to lay waste

## NPC Harm Tracks

Here are some pre-planned harm tracks you can use for your NPCs, depending upon who and what exactly they are.

### 1 INJURY, 1 EXHAUSTION, 1 WEAR, 1 MORALE

Pretty standard. Default to this for any given denizen.

Remember, multiple denizens in a group can add up their tracks, so just multiply this track by 3 for a small group, 5 for a medium group, or 7 for a large group.

### 3 INJURY, 2 EXHAUSTION, 3 WEAR, 2 MORALE

A brute or a bruiser. A real threat to any individual vagabond, and even tough enough to threaten the band.

### 1 INJURY, 2 EXHAUSTION, 1 WEAR, 3 MORALE

A leader, not a fighter. Someone more likely to be in charge, and not to try to fight on their own.

### 2 INJURY, 2 EXHAUSTION, 3 WEAR, 3 MORALE

A lieutenant, committed to serving another's cause.

### 5 INJURY, 5 EXHAUSTION, 2 WEAR, 4 MORALE

A bear.

## NPC Attacks

Here are a few possible weapons and attacks NPCs can use against the vagabonds:

- **Standard blade:** 1 injury.
- **Large blade or axe, wielded with strength:** 2 injury.
- **Tricky weapon, like a whip:** 1 injury, 1 exhaustion.
- **Heavy weapon, like a huge two-handed hammer:** 1 injury, 1 wear.
- **Wielded by a skilled and cunning fighter:** +1 exhaustion.
- **Wielded by a powerful and mighty fighter:** +1 injury.
- **Aiming to harm only equipment:** convert all harm to wear, +1 wear.

## Inflicting Harm

As the GM, you inflict harm whenever it fits the fiction, as one of your moves. This means that if a vagabond goes through an exhausting experience, you should inflict exhaustion on them, usually 1 or 2. If a vagabond's equipment would be damaged by trying to scrape through a tight space in a castle wall, you might inflict 1 or 2 depletion on them. If a vagabond jumps from a tree, 40 feet from the ground, you might say that the BEST case scenario after trusting fate—the result of a 10+ —is marking 1 injury, because it's just too high.

Inflicting harm isn't a punishment, and it isn't a stick to discourage action—it's a way to stay true to the fiction, to make the Woodland seem real, to highlight the consequences of the vagabonds' actions in a way that honors their choices. If a vagabond can jump 40 feet without risking injury, then the Woodland loses its drama.



# Equipment

## Creating Equipment

Equipment in **Root: The RPG** is always special or valuable. A rope, a torch, or glass bottle isn't "equipment," unless there's something special about it, represented by tags or by multiple boxes of Wear.

To build a piece of equipment, assign it tags and boxes of wear. Add up all the costs of the equipment's traits to determine its final Value:

- Each box of wear on the equipment costs 1 Value.
- If the equipment is a weapon, it automatically gets 1 Range: intimate, close, or far. Depending upon GM approval and weapon type, you can add another range to your weapon for 1 Value.
- Each weapon move tag on a weapon costs 1 Value.
- Each positive tag on the equipment costs 1 Value.
- Each *negative* (red) tag *refunds* 1 Value.

Equipment can have 0 boxes of wear; such equipment is destroyed immediately if it suffers any wear.

The GM is the final arbiter of what tags make sense on any given item, following the fiction. You can't have a small dagger tagged with **Large**, a hammer tagged with **Sharp**, or a bow tagged with **Reach**. Similarly, a small dagger with 5 boxes of wear, or a suit of plate armor with 1 box of wear, are both so unlikely as to be avoided.

By default most equipment of any significant size—around large dagger/short-sword sized—takes up 1 Load. Smaller equipment takes up no Load; larger equipment should be marked with a tag indicating it takes up more Load (like **Weighty**).

## Pre-Made Equipment

**Chainmail** □□□ | Value: 3 | Load: 2

**Tightly woven:** When you take a few seconds to repair this armor after a fight, clear 1-wear you marked during the fight.

**Weighty:** This item counts as 1 additional Load.

**Dagger** □ | Value: 5 | Load: 0

**Range:** intimate, close | **Weapon skill tags:** Parry, Vicious Strike

**Quick:** Mark exhaustion to *engage in melee* with Finesse instead of Might.

**Leather Armor** □□ | Value: 3 | Load: 1

**Flexible:** When you *grapple* with someone, mark exhaustion to ignore the first choice they make.

**Mousefolk Short Sword** □□ | Value: 5 | Load: 1

**Range:** close | **Weapon skill tags:** Parry, Disarm

**Mousefolk Steel:** Mark wear to *engage in melee* using Cunning instead of Might.

**Plate Armor** □□□□ | Value: 3 | Load: 2

**Arrow-proof:** Ignore the first hit dealing injury from arrows that you suffer in a scene.

**Cumbersome:** Mark one exhaustion while you wear your armor—clear one exhaustion when you take it off.

**Weighty:** This item counts as 1 additional Load.

**Shortbow** □□□□ | Value: 6 | Load: 1

**Range:** close | **Weapon skill tags:** Quick Shot

**Short Limbs:** Mark wear to fire a *quick shot* at far range.

## Tags

- **Arrow-proof:** Ignore the first hit dealing injury from arrows that you suffer in a scene.
- **Blunted:** This weapon inflicts exhaustion, not injury.
- **Ceremonial:** Choose an attached faction. While this item is displayed, treat yourself as having +1 Reputation with that faction, and -1 Reputation with other factions.
- **Comfortable:** This item counts as 1 fewer Load.
- **Cumbersome:** Mark one exhaustion when you don your armor—clear one exhaustion when you take it off.
- **Eaglecraft:** Mark wear when *engaging in melee* to both make and suffer another exchange of harm.
- **Fast:** Mark wear when *engaging in melee* to suffer 1 fewer harm, even on a miss.
- **Friendly:** When you *meet someone important*, mark exhaustion to roll with your Reputation +1.
- **Flexible:** When you *grapple* with someone, mark exhaustion to ignore the first choice they make.
- **Foxfolk steel:** Ignore the first box of wear you mark on this item each session.
- **Hair trigger:** Mark wear to *target a vulnerable foe* at close range instead of far.
- **Healer's kit:** Mark wear to clear exhaustion. Mark 2-wear to clear injury.
- **Heavy bludgeon:** Mark exhaustion to to ignore your enemy's armor when you inflict harm.
- **Heavy Draw Weight:** When you *target a vulnerable foe* with this bow, mark exhaustion to inflict 1 additional injury.
- **Iron bolts:** This weapon inflicts 1 additional wear when its harm is absorbed by armor.
- **Large:** Mark exhaustion when inflicting harm with this weapon to inflict 1 additional harm.
- **Luxury:** After creation, this item is worth +3 Value.
- **Mousefolk Steel:** Mark wear to *engage in melee* using Cunning instead of Might.
- **Oiled string:** Mark wear to use the weapon skill *quick shot* even if you don't have it.
- **Quick:** Mark exhaustion to *engage in melee* with Finesse instead of Might.
- **Rabbitfolk Steel:** Mark wear to *engage in melee* with Finesse instead of Might.
- **Reach:** When you *engage in melee*, mark wear on this weapon to inflict harm instead of trading harm; you cannot use this tag if your enemy's weapon also has *reach*.
- **Sharp:** Mark wear when inflicting harm with this weapon to inflict 1 additional harm.
- **Short Limbs:** Mark wear to fire a *quick shot* at far range.
- **Slow:** When you *engage in melee* with this weapon, choose one fewer option. Mark wear to ignore this effect.
- **Thick:** When you mark wear on this shield to block a hit, you only ever mark 1-wear, even if you are blocking more harm from a single hit.
- **Throwable:** Mark exhaustion to *target a vulnerable foe* with this weapon at far range.
- **Tightly woven:** When you take a few seconds to repair this armor after a fight, clear 1-wear you marked during the fight.
- **Tricky:** When you use this item to *trick an NPC* by distracting them at a distance, on a 7-9 mark wear to eliminate one option from the *trick an NPC* move before the NPC picks.
- **Unassuming:** Until you harm an enemy, they will never deem you more of a threat than other vagabonds with arms and armor.
- **Versatile:** When you move to or from a range this weapon can reach, mark wear to make a quick strike and inflict 1-injury on any opponent in this weapon's range.
- **Weighty:** This item counts as 1 additional Load.