

Fineas the Champion

A noble, powerful, bumbling would-be hero. Fineas is trying to represent true nobility. He has left the service of Lady Theodora to seek greater justice.



Charm +2 • Cunning -1 • Finesse -1 • Luck +1 • Might +2

Your Nature

Exemplar: Clear your exhaustion track when you publicly take on a challenging task on behalf of the Just and those they represent.

Your Drives

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

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

Roguish Feats: Sleight of Hand

Weapon Skills: Cleave

Your Moves

Take Up the Call: Between Thurgud's faction, Theodora's faction, or Gaius's faction of the Eyrie, declare one to be the best hope for the Woodland (The Just) and the other evil tyrants (The Enemy). Take +1 ongoing to protect members of the Just or harm agents of the Enemy. You may switch which of them you consider to be the Just or the Enemy once per session by clearing all prestige from the Eyrie; your reputation remains the same.

The Just: _____ The Enemy: _____

The role you often fill as a champion:

- **Paladin:** When you inflict harm on the Enemy, inflict 1 additional harm; when you suffer harm protecting the Just, suffer 1 fewer harm.

Skill Against Skill Alone: When you grapple with an enemy and roll a 12+, you may take their blows to incapacitate them; suffer their full harm to fill their exhaustion or injury track.

YOUR CONNECTIONS

Family

_____ and I are more-or-less siblings after years spent in each other's company. Why have we struggled to get along in the past?

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

Protector

_____ is a true hero, someone whom even I look up to for their moral clarity. What did they do that convinced me of their righteousness?

- 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.

Background

Fineas was is well acquainted with the strife of Talon Hill, having been born here. He served as a Silver Talon in General Theodora's army before leaving—he found the nature of the war to be too much, too full of pain without honor, for him. He became a vagabond to seek a true nobility, to be a beacon, the defender of the innocent and warrior hero. His success so far has been...mixed, but he hopes that in returning to Talon Hill at the time of this new crisis, he can make a real difference. One of the first, greatest decisions facing him is exactly with which successor he will side. He is a brilliant warrior, and he enjoys fighting, but his own personal code of heroism means he won't throw the first punch unless he is going up against someone he already knows to be deeply unjust.

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<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

Your Equipment

CARRYING: 3 BURDENED: 6 MAXIMUM CARRY: 12

Polearm

- **Range:** Close | **Weapon skill tags:** Cleave, Disarm, Storm a Group
- **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.
- **Bulky:** This weapon cannot be hidden and is always visible while on your body. Mark exhaustion whenever you *attempt a roguish feat* or *trust fate* to sneak, hide, blindside, or perform an act of acrobatics.

Plate Armor

- **Arrow-Proof:** Ignore the first hit dealing injury from arrows that you suffer in a scene.
- **Weighty:** This item counts as 1 additional Load

YOUR REPUTATION

	NOTORIETY										PRESTIGE																		
Denizens	-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 checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" 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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Lizard Cult	-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	
Riverfolk Company	-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 checked="" 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	

Saga the Chronicler

A brilliant, inquisitive, fearless scholar. Saga is trying to uncover the lost secrets of the past, including the histories hidden in and around Talon Hill.



Charm -1 • Cunning +2 • Finesse +2 • Luck 0 • Might 0

Your Nature

Observer: Clear your exhaustion track when you enter a dangerous situation to try to witness a significant or secret event or meet an important individual.

Your Drives

Discovery: Advance when you encounter a new wonder or ruin.
Clean Paws: Advance when you accomplish an illicit, criminal goal while maintaining a believable veneer of innocence.

Roguish Feats: Counterfeit, Disable Device, Pick Pocket

Weapon Skills: Confuse Senses

Your Moves

The Worth of a Book: When you study your tomes and scrolls to discover old techniques or methods to solve an intractable problem—curing a deadly disease, ending a drought, legally unseating a leader, etc.—decide what you want to accomplish and tell the GM. The GM will give you between 1 to 4 conditions you must fulfill to discover a path forward, including time taken, additional information needed, mentors or translators needed, facilities/tools needed, or the limits of your solution. When you fulfill the conditions, you gain whatever knowledge you were seeking—it's up to you to put it to use.

An Eye for the Real Story: When you read a tense situation, mark an exhaustion—even on a miss—to spot someone who knows more than they're letting on. Take a +1 ongoing to convince them to share their secrets with you when you get them in private.

Dedicated Scholar: Take an extra box of exhaustion. When you acquire a new tome or scroll documenting the history of the Woodland, clear your exhaustion track.

YOUR CONNECTIONS

Partner

_____ and I exposed a dark secret of a faction, leading to a meaningful political change. What was it? And which member of that faction hates us 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.

Peer

I think _____ sees the truth of the world, and I value their perspective deeply. What kinds of information do they see that I often overlook?

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.

Background

Saga's mentor taught them that the greatest source of conflict between denizens lived in lies and misunderstanding. Saga has so internalized that idea that they now seek to uncover as much of the past and of the truth as they can, no matter the cost...even if it requires breaking the law. In particular, in the Eyrie they think they have real work to do, and where better to start than Talon Hill? Saga is aware of Gaius's archaic methodology derived from *On Ruling*, and they have some suspicions about the validity of Gaius's interpretation. But Gaius in turn has already tried to hire Saga to support his own interpretation.

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

Your Equipment

CARRYING: 2 BURDENED: 4 MAXIMUM CARRY: 8

Rabbitfolk Axe

- **Range:** Intimate, Close | **Weapon skill tags:** Parry, Vicious Strike
- **Quick:** Mark exhaustion to *engage in melee* with Finesse instead of Might.
- **Sharp:** Mark wear when inflicting harm with this weapon to inflict 1 additional harm.

Herb Satchel

- **Healer's Kit:** When you use these supplies to provide medical aid to someone (including yourself), mark wear to clear exhaustion from them, or mark 2-wear to clear injury from them.

YOUR REPUTATION

	NOTORIETY					PRESTIGE																									
Denizens	-3	<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"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<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
Eyrie Dynasties	-3	<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"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<input checked="" 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
Lizard Cult	-3	<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"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<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
Riverfolk Company	-3	<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"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<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

Shariyen the Envoy

A canny, cautious, and experienced diplomat. Shariyen has traveled lands far away from the Woodland, always seeking to end conflicts... and to boost her own reputation.



Charm 0 • Cunning +3 • Finesse 0 • Luck +1 • Might 0

Your Nature

Sworn: Clear your exhaustion track when you openly commit to resolve a dangerous conflict on behalf of someone vulnerable.

Your Drives

Greed: Advance when you secure a serious payday or treasure.

Ambition: Advance when you increase your reputation with any faction.

Roguish Feats: Hide, Sneak, Pick Lock

Weapon Skills: Parry

Your Moves

Diplomat: ^{+0 +1 +2 +3}

You are known across the Woodland as an accomplished diplomat; **you have a track (Diplomat) to reflect your professional reputation, starting at a +1.** When you raise your reputation with any faction, raise Diplomat; when you lower your reputation with any faction, lower Diplomat. You cannot lower Diplomat below +0 or raise it above +3.

- Mark exhaustion to use Diplomat when you **ask for a favor** or **meet someone important** for the first time, regardless of the faction of your target.
- When you **persuade** or **figure out** an important NPC while acting on behalf of another—not you or your band—roll with Diplomat instead of Charm.

Trust in Me: When you soothe or placate an angry NPC, roll with Cunning. On a hit, you calm their rage. On a 7-9, choose 1. On a 10+, choose 2:

- They reveal an unexpected vulnerability
- They hesitate in their fury; you create an opportunity
- They take you further into their confidence

On a miss, you can only calm them by redirecting their frustrations.

Plots and Schemes: Take +1 Cunning (max +3).

YOUR CONNECTIONS

Watcher

_____ reminds me of a powerful political figure of the Woodland. Whom do they resemble? Why is the resemblance so striking to me?

- *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.*

Peer

_____ and I negotiated a truce between two warring parties within a clearing. Why were they so important to closing the deal?

- *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.*

Background

Shariyen made a name for herself navigating the wider world, playing a role in resolving many conflicts. She believes in peace, and the value it can bring everyone—including herself. She does care about helping others, but some whisper that she cares about her own reputation and acquisition just as much or more. She came to the Woodland to do her part in resolving the Woodland War, although she earned the enmity of the Eyrie Dynasties by negotiating against them. But Talon Hill represents a real opportunity and challenge. What's more, Shariyen has met Thurgud before Morgana's death, and has met Clement Meekly as he ventured to the clearing; both will seek Shariyen's aid, and she is already inclined to give it.

INJURY
 EXHAUSTION
 DEPLETION

Your Equipment

CARRYING: 2 BURDENED: 4 MAXIMUM CARRY: 8

Mousefolk Short Sword

- **Range:** Close | **Weapon skill tags:** Parry
- **Mousefolk Steel:** Mark wear to **engage in melee** using Cunning instead of Might.

Leather Armor

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

YOUR REPUTATION

Denizens	-3	<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"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<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"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Eyrie Dynasties	-3	<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"/>	-1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Lizard Cult	-3	<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"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Riverfolk Company	-3	<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"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
		NOTORIETY											PRESTIGE																					

Jeurgin the Heretic

A driven, passionate, outspoken preacher and healer. Jeurgin preaches that the Great Tree will preserve in its heart the spirits of those who do good works, who defend those who need it, who stand for something worthy.



Charm +2 • Cunning 0 • Finesse -1 • Luck +1 • Might 0

Your Nature

Healer: Clear your exhaustion track when you attempt to start a dialogue between two foes from different factions.

Your Drives

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

Freedom: Advance when you free a group of denizens from oppression.

Roguish Feats: Counterfeit, Sleight of Hand

Weapon Skills: Disarm

Your Moves

Friends Indeed: When you first seek out those who share your cause after arriving in a clearing, roll with Charm. On a hit, you find one or two; they provide what they can in service to your collective work. On a 7-9, they also tell you about a threat to your shared ideology that has arisen in the clearing. On a miss, you are caught by someone in the clearing who openly despises your kind.

Ĥear Me! When you give an inspiring speech to a persuadable crowd in the service of your cause, mark exhaustion and roll with Charm. On a hit, you sway them; pick 2. On a 7-9, you must put yourself at the crowd's mercy and lead them directly for them to follow through.

- They tear down an opposing symbol
- They overthrow a vulnerable tyrant
- They destroy the trappings of tradition
- They elevate someone overlooked
- They deliver justice to the wicked

On a miss, the crowd is moved to action but ignores your guidance, leading to terrible consequences.

Devilish Charm: When you **trick an NPC** you've previously aided or impressed, mark exhaustion to make the move as if you had rolled a 12+ instead of rolling.

YOUR CONNECTIONS

Watcher

_____ was once hurt greatly by someone who shared my cause. Why do I think I might still win them over? What have I already tried to do to earn their trust?

- 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

_____ has come to share my beliefs; I must stand with them, no matter the cost. What happened to us that convinced them of the wisdom of my cause?

- 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.

Background

Jeurgin has traveled all the Woodland and lands beyond, learning local traditions and beliefs from many, including the Lizard Cult. Through his own personal spiritual experiences, he developed a belief in the Great Tree that connects all the Woodland, overseeing the denizens and binding them together. The Great Tree guides the noble of spirit into its heart forever as they serve it by helping the meek and by supporting the worthy. Jeurgin is seen as heretical and dangerous by many in power who aren't quite sure what to make of his belief system, but that is exactly why Jeurgin is here in Talon Hill—to ally with the new ruler of the clearing who might then give him a place to build the Followers of the Great Tree.

INJURY
 EXHAUSTION
 DEPLETION

Your Equipment

CARRYING: 2 BURDENED: 4 MAXIMUM CARRY: 8

Morning Star

- **Range:** Close | **Weapon skill tags:** Disarm, Cleave
- **Heavy Bludgeon:** Mark exhaustion to ignore your enemy's armor when you inflict harm.

Ĥeavy Gambeson

- **Reinforced:** While wearing this armor, you may absorb injury as exhaustion 1-for-1 instead of absorbing it as wear.

YOUR REPUTATION

Denizens	-3	<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"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <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"/> <input type="checkbox"/>	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Eyrie Dynasties	-3	<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"/>	-1	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <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"/> <input type="checkbox"/>	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lizard Cult	-3	<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"/>	-1	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <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"/> <input type="checkbox"/>	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Riverfolk Company	-3	<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"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <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"/> <input type="checkbox"/>	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		NOTORIETY						PRESTIGE						

Dona the Seeker

An adventurous, risk-taking, ruin-delving explorer. Dona is a kind-hearted soul with a penchant for blunt honesty, protecting the meek, and seeking wondrous places. That brings her to Talon Hill and the ruins of Augustine Castle!



Charm -1 • Cunning +1 • Finesse +2 • Luck +1 • Might 0

Your Nature

Historian: Clear your exhaustion track when you refuse to allow someone to cover up or obscure the truth.

Your Drives

Discovery: Advance when you encounter a new wonder or ruin.

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

Roguish Feats: Acrobatics, Disable Device, Pick Lock

Weapon Skills: Trick Shot

Your Moves

Word on the Street: When you spend time in a clearing talking with locals, roll with Finesse. On a hit, you catch wind of a nearby unexplored wonder or ruin; someone promises to take you to it for a fair fee (1-Value). On a 7-9, the dangers make their price steeper—an additional 1-Value of coin or gear. On a miss, the location is under threat—soon it will be plundered, destroyed, or claimed by another power.

Never Lost: Take two additional boxes of injury and depletion you can mark when you confront dangers within a ruin and a +1 ongoing to **trusting fate** and **performing roguish feats** while exploring such ancient locales.

Unstable Ground: When you use a rough or chaotic environment—slippery rocks, a crowded market, etc.—to gain an advantage over your opponents in a fight, you can **grapple** them using Finesse instead of Might.

YOUR CONNECTIONS

Peer

_____ is famous for a discovery of their own. I greatly respect them! What did they discover? How?

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.

Partner

_____ and I have seen the wonders of the Woodland together. What makes them a stalwart companion on my travels?

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.

Background

Dona never fit in with the Great Underground Duchy where she was born. She didn't play into the hierarchies. She explored tunnels and caves! She sought adventure! And she couldn't stand it when the overbearing system crushed innocents. So when she left, she never looked back. She became an explorer, trying to do good for denizens as she could. Now she's come to Talon Hill for a chance at the Augustine Castle ruins. She has already acquired a good lead on how to get into the Augustine Castle ruins, thanks to the Winter Night, although now she owes the Moonlight Syndicate a debt.

INJURY
 EXHAUSTION
 DEPLETION

Your Equipment

CARRYING: 3 BURDENED: 6 MAXIMUM CARRY: 12

Clockwork Wristbow

- **Range:** Far | **Weapon skill tags:** Trick Shot, Quick Shot, Harry
- **Hidden:** Mark exhaustion when being searched or examined to ensure this item goes unnoticed. Mark wear to **attempt the blindside roguish feat** if you don't have it, or to take a 10+ to **blindside** if you do have it.

Salamander Spit

- **Range:** Close, intimate
- **Throwable:** Mark exhaustion to target a vulnerable foe with this weapon at far range.
- **Expendable:** When you throw this weapon, it is automatically destroyed.
- **Explosive:** When this item is destroyed, it explodes and deals 3-injury to everyone in its range (close). It also starts fires and destroys structures.

YOUR REPUTATION

Denizens	-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 checked="" type="checkbox"/> <input checked="" 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
Eyrie Dynasties	-3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/> <input checked="" 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
Lizard Cult	-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"/> <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
Riverfolk Company	-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 checked="" type="checkbox"/>	+0	<input type="checkbox"/> <input type="checkbox"/> <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					

Aurélien the Exile

A powerful, vengeful, just former lord knight of the Eyrie Dynasties. Aurélien was betrayed by the faction that they once served, and now pursues justice...and vengeance.



Charm +1 • Cunning -1 • Finesse 0 • Luck +1 • Might +2

Your Nature

Avenger: Clear your exhaustion track when you openly attack those who have wronged you or your sworn vassals and wards.

Your Drives

Revenge: Choose Thurgud, Theodora, or Gaius as your foe. Advance when you cause significant harm to them or their interests.

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

Roguish Feats: Sneak

Weapon Skills: Storm a Group

Your Moves

Known by All: When you first encounter an important NPC from your former faction, you may declare them to be an old ally—choose and mark one unmarked option from the list below instead of **meeting someone important**—and roll.

- They shared your political networks; roll with +1.
- You worked closely with them for years; roll with +2.
- They were a loyal friend or dutiful servitor; roll with +3.

On a hit, their loyalty has not diminished; they offer whatever aid they can, even risking their own reputation and safety. On a 7-9, they can only assist you if they can pretend you forced their hand and cover their tracks when you leave; mark as much notoriety with their faction as you added to your roll. On a miss, your attempt to reconnect only reveals your desperation; mark as much notoriety as you added to your roll and know that those who hunt you will be here soon.

When you have marked all three options, clear them all; your agents will tell you of an opportunity to redeem yourself in the eyes of your faction now that they know you are still active.

Above It All: When you **trick an NPC** into granting you access or information by pretending to be a high-ranking faction leader, roll with Charm instead of Cunning.

Greatest of the Age: When you **engage an enemy in melee**, you take all four options and one for double effect when you roll a 12+.

YOUR CONNECTIONS

Protector

I see greatness in _____ that I wish to nurture...and perhaps turn to my own purposes. What is it about them that inspires me so?

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.

Peer

_____ sheltered me in the earliest days of my exile when I was at my most vulnerable. Why did they offer me such kindness in my moment of need?

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

Background

Aurélien was once the rarest of Eyrie aristocrats—a lizard fully sponsored by certain Eyrie aristocrats as an honorable knight and noble. But others among the Eyrie could not stomach Aurélien's position and success, and the knight was eventually betrayed by a coalition of enemies and those whom Aurélien had trusted. The betrayers framed Aurélien and had them exiled, and now Aurélien seeks justice...and vengeance.

Your Equipment

CARRYING: 2 BURDENED: 6
MAXIMUM CARRY: 12

Aurélien's Blade of Honor

- **Range:** Close | **Weapon skill tags:** Storm a Group, Cleave, Disarm
- **Eaglecraft:** Mark wear when engaging in melee to both make and suffer another exchange of harm.
- **Precise:** Mark wear to ignore your enemy's armor when you inflict harm.
- **Signature:** Whenever you earn prestige or notoriety while showing this item, mark 1 additional prestige or notoriety.

Robes

- **Unassuming:** Until you harm an enemy, they will never deem you more of a threat than other vagabonds with arms and armor.

INJURY
 EXHAUSTION
 DEPLETION

YOUR REPUTATION

Denizens	-3	<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"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Eyrie Dynasties	-3	<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"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" type="checkbox"/> <input checked="" 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lizard Cult	-3	<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"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Riverfolk Company	-3	<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"/>	-1	<input type="checkbox"/> <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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		NOTORIETY						PRESTIGE						

Advancements

Vagabonds advance by following their drives. Each drive lists a condition by which the vagabond can advance. Ultimately, the GM is the judge of whether or not the vagabond has met their drive condition, but players should call to the GM's attention when they think they have met a drive condition.

When you advance by following a drive, choose one option from your character's list.

Champion

- Add +1 to a stat of your choice (to a maximum score of +2).
- Take this move:
 - A Just Cause:** When you threaten an authority on behalf of the downtrodden, mark notoriety with the authority's faction and roll with Might. On a hit, the force of your defiance unnerves them; they must make a concession right now to your cause or openly attack you. On a 10+, your words are inspirational; you and your allies take a +1 ongoing against them and their allies if they attack you. On a miss, the authority reveals that the cause you champion is not as just as you were led to believe.
- Take this move:
 - Raw Force:** Take one of the following weapon skills: **DISARM** or **PARRY** (it does not count against your maximum for advancement). When you use either weapon skill, you can mark exhaustion to roll with Might.
- Take roguish feats **ACROBATICS** and **BLINDSIDE**.
- Take the weapon skills **DISARM** and **STORM A GROUP**.

Chronicler

- Add +1 to a stat of your choice (to a maximum score of +2).
- Take this move:
 - Search the Records:** When you examine the documents, records, or assorted notes of an important NPC (your call), roll with Cunning. On a hit, you discover evidence of their secrets; the GM will tell you who would pay for the information you've uncovered. On a 10+, you also take a 12+ instead of rolling the next time you try to **figure them out**. On a miss, your search yields terrible news—someone is acting against you or your interests in an unexpected arena.
- Take this move:
 - Good Advice:** When you offer an NPC advice about a sticky situation, offer them the best advice you've got and roll with Cunning. On a hit, they see the wisdom of your suggestion; they have to mark exhaustion or incorporate your advice into their plans. On a 7-9, you let something about your own plans or allegiances slip as you try to help them out. On a miss, the advice angers or offends them; the GM will tell you what local custom you've overstepped with your meddling.
- Take roguish feats **SNEAK** and **PICK LOCK**.
- Take the weapon skills **PARRY** and **VICIOUS STRIKE**.

IMPORTANT NOTE: You cannot take more than one advance per drive per session. So even if you think you've hit the same drive multiple times in a single session, you only get to advance once. You can advance once per session for each of your drives, however, meaning you can advance twice per session at most.

Envoy

- Add +1 to a stat of your choice (to a maximum score of +2).
- Take this move:
 - Kiss the Ring:** When you exit a meeting with someone rich or powerful, say you took a few of their things and roll with Cunning. On a hit, the GM tells you what valuable or interesting item you got. On a 7-9, it will be missed, but not until you are gone; mark notoriety with that faction. On a miss, they're going to notice; mark 2-notoriety with that faction and either run or come up with a good excuse.
- Take this move:
 - Turncoat:** You gain the roguish feats **BLINDSIDE** and **COUNTERFEIT** (they do not count against your maximum for advancement). When you **attempt a roguish feat to BLINDSIDE** someone who trusts you, roll with Cunning instead of Finesse.
- Take roguish feats **SLEIGHT OF HAND** and **PICK POCKET**.
- Take the weapon skills **CONFUSE SENSES** and **IMPROVISE WEAPON**.

Heretic

- Add +1 to a stat of your choice (to a maximum score of +2).
- Take this move:

You Shall Not Pass: When you plant yourself in the way of your enemies, roll with Charm. On a hit, your foes cannot get past you until they take you down—brace yourself. On a 10+ choose 1. On a 7-9, choose 2:

- You suffer +1 harm from all your enemies' attacks
- A single enemy (GM's choice) slips past you
- You cannot retreat from your position

On a miss, your enemies find or create a new way past you that makes your situation far worse.

- Take this move:
Center of the Universe: Take +1 Charm (max +3).
- Take roguish feats **ACROBATICS** and **SNEAK**.
- Take the weapon skills **CLEAVE** and **CONFUSE SENSES**.

Seeker

- Add +1 to a stat of your choice (to a maximum score of +2).
- Take this move:

Adventurer Contract: When you try to convince a powerful NPC to supply an exploratory adventure, roll with Cunning. On a hit, they give you 8-Value in resources and depletion—but you must fulfill a request. On a 10+, they ask for something general—more riches, information, a prize or trophy. On a 7-9, they want something specific—a singular treasure, secret knowledge, a lost ritual. On a miss, they mount a competing expedition based on what you have told them.

- Take this move:
Watch the Signs: When you first attune yourself to a ruin or mysterious site by taking in its signs, symbols, particular traits, and layout, roll with Cunning. On a 10+, hold 3. On a 7-9, hold 2. On a miss, you may mark an exhaustion to hold 1. While within that ruin or mysterious site, you can spend your hold 1-for-1 to:
 - Identify the quickest path to the closest valuable treasure or knowledge
 - Disarm a trap or overcome a natural hazard without cost
 - Name a character within reach about to suffer harm; you suffer it instead
 - Name a character in the ruin; you cross the distance to them instantly
 - Take cover in the ruin; ignore all harm from a single attack or catastrophe
- Take roguish feats **SNEAK** and **HIDE**.
- Take the weapon skills **QUICK SHOT** and **HARRY**.

Exile

- Add +1 to a stat of your choice (to a maximum score of +2).
- Take this move:

Fancy Paper: You gain the roguish feat **COUNTERFEIT** (it does not count against your maximum for advancement). When you **attempt a roguish feat** to produce counterfeit documents using your intimate knowledge of your home faction's politics and procedures, mark notoriety with that faction to make the move as if you had rolled a 12+.

- Take this move:
Born to Be a King: Take +1 Charm (max+3).
- Take roguish feats **ACROBATICS** and **DISABLE DEVICE**.
- Take the weapon skills **CLEAVE** and **DISARM**.