

The Champion

You are a would-be hero and legend, a defender of the innocent and a standard-bearer of lost causes. Yours is the heroic narrative, even if you sometimes oversimplify things

Name: _____

Species

- fox, mouse, rabbit, bird, dog, other: _____

Details

- he, she, they, shifting
- stout, focused, disheveled, vain
- ornate belt, heirloom ring, poetry book, token of chivalry

Demeanor

- gruff, thoughtful, dramatic, kind



CHOOSE YOUR NATURE

Advocate

Clear your exhaustion track when you confront a powerful NPC about their mistreatment of the powerless or weak.

Exemplar

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

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why are you a vagabond?

- I seek justice for all the Woodland
- I wish to become a legend across many clearings
- My enemies will burn any home I try to make
- I have sworn to redeem a lost or failed cause
- I am running from a terrible secret

Whom have you left behind?

- my spouse
- my mentor
- my best friend
- 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.

Ambition

Advance when you increase your reputation with any faction.

Your Connections

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.

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.

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 [+1]

Cunning [-1]

Finesse [-1]

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"/> Pick pocket |
| <input type="checkbox"/> Blindside | <input type="checkbox"/> Sneak |
| <input 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"/> Parry |
| <input type="checkbox"/> Confuse Senses | <input type="checkbox"/> QUICK SHOT |
| <input type="checkbox"/> Disarm | <input type="checkbox"/> STORM A GROUP |
| <input type="checkbox"/> Harry | <input type="checkbox"/> TRICK SHOT |
| <input type="checkbox"/> Improvise | <input type="checkbox"/> Vicious Strike |

Your Moves

YOU GET TAKE UP THE CALL, THEN CHOOSE ONE MORE

Take Up the Call

Name two non-denizen factions: 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 factions you consider to be the Just or the Enemy at the end of any session by clearing all prestige from the faction which no longer inspires you; your reputation with both factions remains the same.

The Just: _____ The Enemy: _____

Choose a role you often fill as a champion:

- Luminary**: When you **persuade an NPC** to fight for the Just or resist the charms of the Enemy, roll with Might instead of Charm.
- Paladin**: When you inflict harm on the Enemy, inflict 1 additional harm; when you suffer harm protecting the Just, suffer 1 fewer harm.
- Emissary**: When you mark prestige with the Just, mark an additional prestige. When you mark notoriety with the Enemy, mark an additional notoriety.

Of the People

When your band **travels down a path at a relaxing pace**, roll with +1 instead of -1. On a hit, you encounter friendly faces on the journey who offer food and assistance; your band marks half as much depletion as normal. On a 7-9, the characters you meet are in a bit of trouble; they expect you to lend a hand. On a miss, a dangerous foe committed to ending your "righteousness" catches you (and your friends) unaware and unprepared.

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.

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.

Raw Force

Take one of the following weapon skills: *Disarm* or *Parry*. It does not count against your maximum. When you use either weapon skill, you can mark exhaustion to roll with Might.

Equipment

STARTING VALUE: 11 CARRYING: _____ BURDENED (4 + MIGHT): _____ MAX (TWICE BURDENED): _____

The Chronicler

You are a sage who honors history and the written word, keeper of lost, banned, or forbidden texts of truths the great Woodland powers would rather be forgotten.

Name: _____

Species

- fox, mouse, rabbit, bird, otter, other: _____

Details

- he, she, they, shifting
- fastidious, rumped, proper, colorful
- old scrolls, letter of introduction, small glasses, vest with secret pockets

Demeanor

- clumsy, endearing, sly, thoughtful



CHOOSE 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.

Activist

Clear your exhaustion track when you publicly confront the leadership of a clearing about changes you think are vital to the community's success.

Your Drives

CHOOSE TWO DRIVES

Justice

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

Discovery

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

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.

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why are you a vagabond?

- I seek the Woodland's secrets
- I swore an oath to record true, unbiased history
- I want to spread knowledge throughout the Woodland
- I aim to change the Woodland by sharing its history
- I crave adventure

Who inspired your love of history?

- My parents
- An older sibling
- An old mentor
- A lover or friend
- A formal school

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 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.

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
_____	-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]

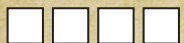


Might [0]

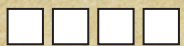
ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

Roguish Feats

START WITH MARKED FEATS

- Acrobatics
- Blindside
- Counterfeit
- Disable Device
- Hide
- Pick pocket
- 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

Equipment

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

Your Moves

YOU GET THE WORTH OF A BOOK, THEN CHOOSE TWO MORE

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 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.

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.

Loremaster

When you **consult your knowledge in order to understand a political conflict**, roll with Cunning. On a hit, the GM tells you what information you remember that completes your understanding of the messy situation. On a 10+, you can ask a followup question; the GM will answer honestly. On a miss, something about the situation doesn't fit the history—the GM will tell you what has radically shifted.

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.

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.

The Exile

You were once a prominent member of a powerful faction, but now you are exiled from it, and defined by what you do in relation to the group you once called your own.

Name: _____

Species

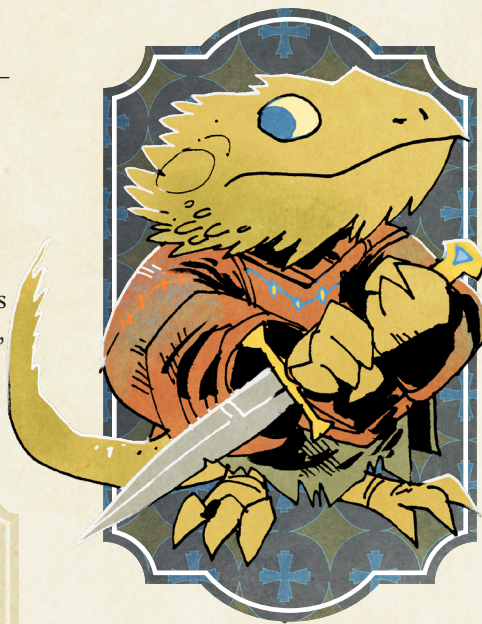
- fox, mouse, rabbit, bird, lizard, other: _____

Details

- he, she, they, shifting
- shabby, flashy, formal, inconspicuous
- precious heirloom, mark of privilege, ragged cloak, old book

Demeanor

- bitter, cautious, clever, vain



CHOOSE YOUR NATURE

■ Schemer

Clear your exhaustion track when you promise valuable resources to a dangerous Woodland figure to secure their aid.

■ Avenger

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

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

What caused your fall?

- I led a failed coup or rebellion
- I committed a terrible crime
- I was betrayed by my closest allies
- I fell prey to my rival's schemes

Why were you exiled (not killed)?

- A complex legal system protected my life
- The last of my allies saved my life
- My enemies granted me mercy
- I fled before facing judgment

Why are you a vagabond?

- I seek a new home in the Woodland
- I want to reclaim my prestige
- I wish to make amends for my sins
- I seek revenge against my enemies

Which faction exiled you? (set your reputation with them to -2)

Which faction now seeks your loyalty or allegiance? (set your reputation with them to +1)

Your Drives

CHOOSE TWO DRIVES

Loyalty

You're loyal to someone; name them. Advance when you obey their order at a great cost to yourself.

Revenge

Name 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.

Infamy

Advance when you decrease your reputation with any faction.

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.

Family

_____ 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.

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 [+1]

Cunning [-1]

Finesse [0]

Luck [+1]

Might [+1]

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"/> Pick pocket |
| <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"/> QUICK SHOT |
| <input type="checkbox"/> Disarm | <input type="checkbox"/> STORM A GROUP |
| <input type="checkbox"/> Harry | <input type="checkbox"/> Trick Shot |
| <input type="checkbox"/> Improvise | <input type="checkbox"/> VICIOUS STRIKE |

Your Moves

YOU GET KNOWN BY ALL, THEN CHOOSE TWO MORE

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.

I Bring You...

When you **spend time talking to the denizens of a clearing**, mark exhaustion to learn what vital resource or fugitive the powers-that-be seek. When you deliver a vital resource or prisoner to a faction, you may **ask for a favor** from the faction as if you rolled a 12+ in addition to marking prestige. If your reputation with that faction is already +2 or greater, you may instead **sway the NPC** whose cause you most directly benefited with your contribution as if you rolled a 12+.

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+.

Born to Be a King

Take +1 Charm (max+3).

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+.

Equipment

STARTING VALUE: II CARRYING: ____ BURDENED (4 + MIGHT): ____ MAX (TWICE BURDENED): ____

The Envoy

You are a professional representative, capable of speaking for other powers while maintaining plausible deniability, fashioned as the ultimate neutral agent and diplomatic mercenary.

Name: _____

Species

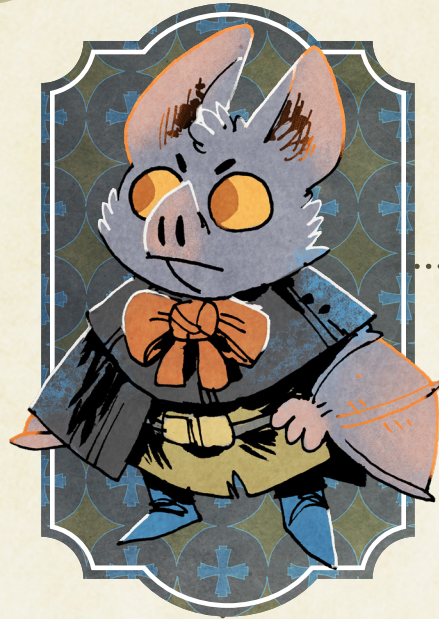
- fox, mouse, rabbit, bird, bat, other: _____

Details

- he, she, they, shifting
- bucolic, decadent, elegant, traveled
- fancy boots, token of esteem, rugged scarf, pipe and leaf

Demeanor

- commanding, kind, professional, sleazy



CHOOSE YOUR NATURE

Agent

Clear your exhaustion track when you convince someone influential to allow you to represent their interests.

Sworn

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

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why are you a vagabond?

- I am called to serve a noble cause
- I want to make a name for myself with every faction
- I hold no loyalty save to the highest bidder
- I have many conflicting loyalties
- I seek the truth behind an ally's disappearance

Whom have you left behind?

- my commander
- my family
- my loved one
- my master
- my mentor

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

Loyalty

You're loyal to someone; name them. Advance when you obey their order at a great cost to yourself.

Greed

Advance when you secure a serious payday or treasure.

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.

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.

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 [+1]

Finesse [0]

Luck [+1]

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 type="checkbox"/> Acrobatics | <input type="checkbox"/> Pick pocket |
| <input type="checkbox"/> Blindside | <input checked="" type="checkbox"/> Sneak |
| <input type="checkbox"/> Counterfeit | <input checked="" 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"/> CONFUSE SENSES | <input type="checkbox"/> QUICK SHOT |
| <input type="checkbox"/> Disarm | <input type="checkbox"/> Storm a Group |
| <input type="checkbox"/> Harry | <input type="checkbox"/> Trick Shot |
| <input type="checkbox"/> IMPROVISE | <input type="checkbox"/> Vicious Strike |

Equipment STARTING VALUE: 8 CARRYING: ____ BURDENED (4 + MIGHT): ____ MAX (TWICE BURDENED): ____

Your Moves

YOU GET **DIPLMAT**, THEN CHOOSE TWO MORE

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.

Fancy Meeting You Here

When you **carouse in a popular locale**, roll with Luck. On a hit, you meet a lackey of a powerful faction in the area—the GM will tell you what they do for the faction, and you tell the GM when and how you met them in the past. On a 10+, they get sloppy: they let a secret slip about the faction's plans or offer to introduce you to the faction's leaders on friendly terms. On a miss, someone who is looking for you finds you first.

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.

Plots and Schemes

Take +1 Cunning (max+3).

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.

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.

The Heretic

You are a fervent believer in a cause or ideology that most Woodland denizens and factions find distasteful and unacceptable, even if your beliefs are genuinely for the greater good of the denizens.

Name: _____

Species

- fox, mouse, rabbit, bird,
- other: _____

Details

- he, she, they, shifting
- unkempt, young, clear-eyed, lithe
- colorful robes, facial tattoo, token of belief, unique jewelry

Demeanor

- passionate, naive, eccentric, proud



CHOOSE YOUR NATURE

Believer

Clear your exhaustion track when you publicly call out a symbol or authority dedicated to beliefs opposed to yours.

Healer

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

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

What are the fundamental tenets of your cause? (Pick 2):

- To overturn a tradition
- To exalt the worthy
- To unseat the corrupt
- To uplift the downtrodden
- To destroy a falsehood

Why are you a vagabond?

- I must make amends for my past
- I want to bring my truth to all
- I seek still greater understanding
- I'm being hunted by the powerful

Whom have you left behind?

- my devotee
- my family
- my guru
- my secret love

Which faction is known to hate those who share your cause? (set your Reputation with them to -1)

Which faction is known to harbor those who share your cause? (set your Reputation with them to +1)

Your Drives

CHOOSE TWO DRIVES

Principles

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

Protection

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

Freedom

Advance when you free a group of denizens from oppression.

Chaos

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

Your Connections

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.

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.

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 [+2]

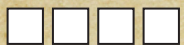
Cunning [0]

Finesse [-1]

Luck [+1]

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 type="checkbox"/> Acrobatics | <input type="checkbox"/> Pick pocket |
| <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"/> Parry |
| <input type="checkbox"/> Confuse Senses | <input type="checkbox"/> QUICK SHOT |
| <input type="checkbox"/> DISARM | <input type="checkbox"/> STORM A GROUP |
| <input type="checkbox"/> Harry | <input type="checkbox"/> Trick Shot |
| <input type="checkbox"/> Improvise | <input type="checkbox"/> Vicious Strike |

Your Moves

YOU GET FRIENDS INDEED & HEAR ME, THEN CHOOSE ONE MORE

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.

Hear 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.

Destroy Something Beautiful

When you **wreck a false idol or symbol of oppression** alongside your allies, roll with Charm instead of Might; you and all your allies clear an exhaustion, even on a miss.

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.

Center of the Universe

Take +1 Charm (max +3).

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.

Equipment

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

The Pirate

You are a rogue boat captain, at home on the waters of the Woodland's rivers, lakes, or bays, free from the sway of land-bound life and more than willing to do whatever it takes to maintain that freedom.

Name: _____

Species

- fox, mouse, rabbit, bird, rat, other: _____

Details

- he, she, they, shifting
- branded, fancy, grizzled, attractive
- flashy hat, lucky trinket, flask of rum, lodestone and compass

Demeanor

- honest, flamboyant, stoic, strange



CHOOSE YOUR NATURE

Rogue

Clear your exhaustion track when you attempt to doublecross, triplecross, or betray a powerful or dangerous NPC.

Merchant

Clear your exhaustion track when you carry valuable goods or treasure past danger, difficulty, or blockade.

Your Drives

CHOOSE TWO DRIVES

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.

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.

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why are you a vagabond?

- I believe I'm haunted by a powerful curse
- I hear the call of gold and silver
- I am despised by other denizens
- I am fleeing the legal consequences of my piracy
- I wish to build a network of fellow pirates and freebooters

What happened to your captain?

- disappearance
- died in a blaze of glory
- mutiny
- imprisonment
- retirement

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 seized valuable cargo from a faction together. Who did we rob? 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.

Family

_____ had a good relationship with my former captain. How have they supported me in taking on the role as my own?

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 [+1]

Cunning [0]

Finesse [0]

Luck [+1]

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"/> Pick pocket |
| <input checked="" type="checkbox"/> Blindside | <input type="checkbox"/> Sneak |
| <input type="checkbox"/> Counterfeit | <input checked="" 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"/> Quick Shot |
| <input type="checkbox"/> Disarm | <input type="checkbox"/> STORM A GROUP |
| <input type="checkbox"/> Harry | <input type="checkbox"/> TRICK SHOT |
| <input type="checkbox"/> Improvise | <input type="checkbox"/> VICIOUS STRIKE |

Equipment

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

Your Moves

YOU GET SMALL SHIP & SAIL ON, THEN CHOOSE ONE MORE

Small Ship

By default, your ship has a wear track with four boxes. Mark wear when it suffers serious damage or when a move calls for it. When your ship's wear track is filled, it is dead in the water and must be repaired at port. If you must mark wear on your ship but its whole track is full, your ship is lost. If you ever lose the ship the GM may present you with an opportunity to get a new one.

Your Ship's Name: _____ Wear

Blessings (choose 2):

- stocked**: your ship gains a 2-box depletion track of cargo and gear
- nimble**: take +1 ongoing to **tricking** NPCs when relying on your ship's speed
- renowned**: take +1 to reputation with a chosen faction while on your ship
- swift**: once per session, mark wear to outrun any pursuer on the water

Flaws (choose 2):

- dreaded**: take -1 to reputation with a chosen faction while on your ship
- rickety**: your ship has one fewer box of wear than usual
- clumsy**: take -1 ongoing to **trusting fate** when piloting your ship carefully
- stolen**: someone dangerous is pursuing you to recover their property

Sail On

When you **travel from clearing to clearing by ship**, mark wear on the ship and roll with Luck. On a hit, you reach the next port; the GM will tell you one (mostly) friendly denizen you know there. On a 7-9, they are holding a grudge—work it out or offer at least 2-value to let things go. On a miss, you are caught in a dangerous situation along your route before you arrive at port.

Swashbuckler

When you first charge into battle by swinging, diving, or leaping to **engage an enemy in melee at close range**, roll with Luck instead of Might.

Eye for Treasure

When you **ask around a port about valuable trade**, roll with Luck. On a hit, you learn of nearby cargo worth your time. On a 10+, you know exactly where the cargo is held or how to intercept the shipment. On a miss, you hear only of well-guarded or difficult to reach cargo...and your questions start drawing attention.

Plenty of Rum

Once per session, you may **plead with a vagabond** a second time in a session by sharing your rum (mark depletion) with the target of your pleading.

Sea Legs

When you **attempt a roguish feat** aboard a ship to blindside, sneak, hide, or perform acrobatics, roll with Luck instead of Finesse.

The Prince

You are a second-generation vagabond, heir to your parent's masteries and knowledge, but also born to this life of roguery and independence—you are not a vagabond by your own volition.

Name: _____

Species

- fox, mouse, rabbit, bird, other: _____

Details

- he, she, they, shifting
- bright-eyed, practical, short, simple
- trusty backpack, comfortable jacket, family compass, walking stick

Demeanor

- arrogant, curious, foolhardy, brave



CHOOSE YOUR NATURE

Scion

Clear your exhaustion track when you enter danger to attack the enemies or defend the allies of your parents.

Trailblazer

Clear your exhaustion track when you depart on a wild and risky new course of action with others.

Your Drives

CHOOSE TWO DRIVES

Protection

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

Freedom

Advance when you free a group of denizens from oppression.

Crime

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

Wanderlust

Advance when you finish a journey to a clearing.

Your Connections

Peer

_____ used to work with one of my parents and invited me to join the band when I came of age. How did I impress them with my talents?

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

_____ was mentored by one of my parents. What vagabond skills did they learn from my parents that I've always struggled to master?

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

Background

Why did your parents raise you as a vagabond?

- They rejected the ordinary life of a clearing of the Woodland
- They feared their enemies would find them if they settled down
- They wanted me to make my own choices free of society's influence
- They never fit in with the denizens
- They didn't know how else to live

What happened to your parents?

- Captured by a powerful faction
- Felled by a rival vagabond
- Retired to a Woodland clearing
- Missing in the forest, now presumed dead
- Killed in battle by agents of a powerful faction

Which faction did your parents serve the most? (mark two prestige for appropriate group)

With faction did your parents most often oppose? (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
_____	-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 [+1]

Might [0]

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

INJURY
 EXHAUSTION
 DEPLETION

Roguish Feats

START WITH MARKED AND CHOOSE 2 MORE

- | | |
|--|---|
| <input type="checkbox"/> Acrobatics | <input type="checkbox"/> Pick pocket |
| <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 BOLDDED WEAPON SKILL TO START

- | | |
|--|---|
| <input type="checkbox"/> Cleave | <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"/> HARRY | <input type="checkbox"/> Trick Shot |
| <input type="checkbox"/> Improvise | <input type="checkbox"/> Vicious Strike |

Your Moves

YOU GET HEIRLOOM WEAPON & LEGACY, THEN CHOOSE ONE MORE

Heirloom Weapon Wear

Your parents bestowed a family heirloom upon you—it has 4 boxes of wear, and its value is functionally priceless to you. If the weapon is ever destroyed, the GM will tell you what tasks you must undertake to restore it.

- Choose a weapon type: dagger, axe, hammer, sword, spear, crossbow, bow
- Choose an appropriate range: intimate, close, far
- Choose two features:
 - Reliable:** +2 boxes of wear and an additional range
 - Feared:** When you engage in combat against foes who recognize this weapon, inflict morale harm on them
 - Deadly:** When you inflict harm with this weapon, inflict +1 harm
 - Double-headed:** One edge inflicts injury, the other exhaustion. Declare which side you use at the start of a fight
 - Flexible:** Choose 2 weapon skill tags for this weapon
 - Unique:** Your weapon is of unusual design; once per session, mark exhaustion to ignore the harm inflicted on you by a single attack
 - Rousing:** After you successfully inflict injury on a dangerous enemy, mark wear to clear exhaustion from every ally who saw you land the blow

Legacy

When you **meet someone important** for the first time, mark your legacy track to take a 10+ instead of rolling. When your legacy track is full, tell the GM, clear the track, and roll. Take +1 for each “yes” to the following questions:

- Are you in a clearing?
- Do you have +2 or -2 Reputation with at least one faction?
- Is anyone looking for you?

On a hit, someone with unfinished business with your parents finds you. On a 10+, they arrive without warning. On a miss, an ordinary denizen warns you about someone who might seek you out; mark your legacy track.

One of Us

When you try to **figure out** or **persuade** vagabonds, bandits, revolutionaries, or outcasts, roll with Luck instead of Charm.

Tall Tales

When you attempt to impress a crowd with a wild story, roll with Luck. On a hit, the crowd is moved; everyone in your band takes +1 ongoing to **persuade** or **trick someone** in line with the story. On a 10+, someone foolish even approaches you with profitable work! On a miss, your stories attract someone in desperate need of help you're not equipped to give.

No Jail Can Hold Me

Take the roguish feat *pick lock*. It doesn't count against your maximum. When you attempt to escape confinement, mark exhaustion to shift a miss to a 7-9.

Favored

Take +1 Luck (max+3).

Equipment

STARTING VALUE: 7 CARRYING: _____ BURDENED (4 + MIGHT): _____ MAX (TWICE BURDENED): _____

The Raconteur

You are a storyteller, making coin and earning trust by moving amid the clearings and weaving tales that ultimately teach the denizens the "truth" of what goes on in the Woodland.

Name: _____

Species

- fox, mouse, rabbit, bird, weasel, other: _____

Details

- he, she, they, shifting
- shabby, flashy, haphazard, effete
- gold tooth, swirling cloak, homespun memento, tuning fork

Demeanor

- ingenuous, passionate, verbose, smooth



CHOOSE YOUR NATURE

Legend

Clear your exhaustion track when you put on a performance in front of a large, attentive audience.

Companion

Clear your exhaustion track when you effusively praise a friend to a powerful person or group.

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why are you a vagabond?

- I want to see all of the Woodland
- I want to find a worthy hero to write about
- I want to witness a legendary moment firsthand
- I want to find the kind of true love found in epic poetry
- I have been run out of too many clearings to stay still

Whom have you wronged and how?

- A lover, with my words
- A friend, with my actions
- An innocent, with my silence
- An ally, with my inaction
- A sibling, many times

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.

Thrills

Advance when you escape from certain death or incarceration.

Infamy

Advance when you decrease your reputation with any faction.

Clean Paws

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

Your Connections

Friend

_____ and I still talk about the time we were run out of a clearing, even though we thought our adventures would lead the powers-that-be to treat us as heroes. What did we do? How did it go wrong?

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

Family

_____ and I have been through battles, ruin-delves, heists, and more together. Which particular incident made us close? How did I make it famous?

••• 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
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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 [+1]

Luck [-1]

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 checked="" type="checkbox"/> Pick pocket |
| <input type="checkbox"/> Blindside | <input type="checkbox"/> Sneak |
| <input checked="" type="checkbox"/> Counterfeit | <input checked="" 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"/> Quick Shot |
| <input type="checkbox"/> DISARM | <input type="checkbox"/> Storm a Group |
| <input type="checkbox"/> Harry | <input type="checkbox"/> Trick Shot |
| <input type="checkbox"/> IMPROVISE | <input type="checkbox"/> VICIOUS STRIKE |

Your Moves

YOU GET **TOOLS OF THE TRADE**, THEN CHOOSE TWO MORE

Tools of the Trade Wear

You have a valued (at least to you) symbol of your skill and talent; it starts with 3 boxes of wear and its value is essentially priceless to you.

- Choose a type: musical instrument, poetry book, unique costume, stage prop
- Choose a look: battered, fancy, delicate, stained, pristine
- Choose three features:
 - Sturdy**: +2 boxes of wear; when you tend to your symbol after a public performance, clear a box of wear.
 - Enchanting**: mark wear instead of exhaustion to add +2 when you **help** another vagabond by distracting someone with your performance
 - Versatile**: choose two equipment tags for your symbol
 - Revealing**: when you perform in public, mark wear to ask any one character who watched “what truly motivates your character?”; take +1 when acting on the answer
 - Pleasant**: when you perform for your band while traveling on a path, mark wear to clear up to 2 additional exhaustion from each vagabond.

When you **first put on an earnest, public performance in a clearing**, roll with Charm. On a hit, name a faction you flatter; an important member comes forward to offer you work. On a 10+, mark prestige with their faction as well. On a miss, you draws the worst kind of attention to you and your friends.

Adoring Fans

When you **first enter a clearing**, roll with Charm. On a hit, a fan recognizes you; they relate gossip, offer a place to stay, and show your band around. On a 10+, your fan will go even further to help you. On a miss, you meet a fan with good intentions who immediately makes your situation much, much worse.

All Eyes on Me

When you **create a distraction through outlandish performance**, mark exhaustion and roll with Charm. On a hit, the room can't look away; your allies take +1 ongoing to **sneak, hide, pickpocket, or trust fate** while you perform. On a 10+, hold 1; spend the hold to grant an ally a +3 for one of the aforementioned rolls instead. On a miss, your audience finds something about your performance insulting or misguided; they fall over themselves to give you their opinion.

Quick Fingers, Quicker Eyes

When you **read a tense situation** while performing, you may always ask one question, even on a miss.

Silver Tongue

When you **persuade an NPC** with a colorful anecdote, mark exhaustion on a hit to make them reveal something important and relevant about the situation.

Sweet as Honey

Take +1 Charm (max +3).

Equipment

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

The Raider

You are a bandit, a thief-by-force, dangerous and threatening, but perhaps with the capacity to turn your axe to good use...and all the better if you get paid for it.

Name: _____

Species

- fox, mouse, rabbit, bird, other: _____

Details

- he, she, they, shifting
- well-groomed, huge, scarred, lean
- sigil pendant, dark cloak, face paint, sentimental talisman

Demeanor

- intimidating, jovial, curt, curious



CHOOSE YOUR NATURE

Bandit

Clear your exhaustion track when you try to use the threat of force to secure valuables from formidable opposition.

Hero

Clear your exhaustion track when you outright attack a dangerous, oppressive, or villainous NPC.

Your Drives

CHOOSE TWO DRIVES

Loyalty

You're loyal to someone; name them. Advance when you obey their order at a great cost to yourself.

Chaos

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

Crime

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

Greed

Advance when you secure a serious payday or treasure.

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why are you a vagabond?

- I am feared by most denizens
- I wish to see all the Woodlands have to offer
- I refuse to serve someone unworthy
- I seek to overthrow all oppressors
- I am running from powerful enemies

Whom have you left behind?

- my mentor
- my ward
- my loved one
- my sibling
- 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
_____	-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 [-1]

Finesse [+1]

Luck [0]

Might [+2]

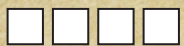
ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

Roguish Feats

START WITH MARKED FEATS

- | | |
|--|--|
| <input checked="" type="checkbox"/> Acrobatics | <input type="checkbox"/> Pick pocket |
| <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"/> CLEAVE | <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"/> Harry | <input type="checkbox"/> Trick Shot |
| <input type="checkbox"/> Improvise | <input type="checkbox"/> VICIOUS STRIKE |

Your Moves CHOOSE THREE

Eye For Battle

When you **read a tense situation** just as violence breaks out, roll with Might instead of Cunning.

Ironhide

When a **group inflicts harm on you**, suffer 2 fewer harm from each attack (minimum 1-harm); when you inflict harm on a group, inflict 1 additional harm.

Loot and Plunder

When you **loot a rich area for valuables**, roll with Finesse. On a hit, something out of the ordinary catches your eye; claim it and it's yours. On a 10+ all 3, on a 7-9 choose 1:

- It is worth a lot of money (+2-value)
- It is of special value to a particular faction (+4 prestige if traded to them)
- It is extremely durable (+1-wear)

On a miss, you can get your hands on it, but it is sought by dangerous denizens who are all too willing to kill to take it from whoever possesses it.

Merciful Might

When you **try to befriend an NPC you've saved from the wrath of another**, spend time helping them further (mark exhaustion) or buy them a drink (mark depletion). Your continued kindness pays dividends; they'll share a valuable secret or grant you a serious favor.

Plan of Attack

When you **work out a plan of attack with someone**, roll with Might. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold 1-for-1, regardless of distance, while the plan is being carried out to:

- Lend a hand; add +1 to someone's roll (choose after rolling)
 - Soften a blow; reduce by one the harm someone suffers from a single attack
 - Ensure your gear holds; allow someone to ignore marking depletion or wear
- On a miss, hold 1, but your plan encounters some disastrous opposition right from the start.

Fearsome Visage

You can **make a pointed threat** or **publicly draw attention to yourself** as an enemy of a faction when you have a Reputation of 0 or lower with that faction, not just the usual -3 or -2 reputation required. Remember, you roll as if your negative reputation was positive, so a -1 Reputation becomes a +1 for the roll and a 0 remains a 0.

Equipment STARTING VALUE: 9 CARRYING: ____ BURDENED (4 + MIGHT): ____ MAX (TWICE BURDENED): ____

The Seeker

You are an explorer by nature, interested in free-ranging discovery, delving into ruins, and uncovering whatever secret wonders and ancient truths lie hidden amid the Woodland.

Name: _____

Species

- fox, mouse, rabbit, bird, mole, other: _____

Details

- he, she, they, shifting
- honest, traveled, whimsical, young
- trusty satchel, large and grandiose hat, book of stamps, sturdy boots

Demeanor

- absentminded, driven, jovial, quiet



CHOOSE YOUR NATURE

Explorer

Clear your exhaustion track when you enter a ruin or other dangerous area of the forest.

Historian

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

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why are you a vagabond?

- I want to wander the Woodland.
- I'm seeking answers to a mystery
- I need to find and reconnect with a loved one
- I am pursuing a treasure
- I stole and sold something precious from someone dangerous

Whom have you left behind?

- my family
- my spouse or loved one
- my best friend
- my fellow explorer
- my idol

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.

Discovery

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

Greed

Advance when you secure a serious payday or treasure.

Wanderlust

Advance when you finish a journey to a clearing.

Your Connections

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.

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.

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 [+1]

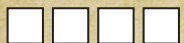


Might [+0]

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"/> Pick pocket |
| <input type="checkbox"/> Blindside | <input type="checkbox"/> Sneak |
| <input 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 BOLDDED WEAPON SKILL TO START

- | | |
|--|--|
| <input type="checkbox"/> Cleave | <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"/> Harry | <input type="checkbox"/> TRICK SHOT |
| <input type="checkbox"/> Improvise | <input type="checkbox"/> Vicious Strike |

Your Moves

YOU GET WORD ON THE STREET, THEN CHOOSE TWO MORE

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.

Treasurer Hunter

When you sell the treasures you found in a ruin at market, roll with Cunning. On a hit, you find some buyers. On a 7-9, take 1. On a 10+, both:

- you get a good price; you get double what such findings are usually worth
- you are popular; mark two prestige with the controlling faction

On a miss, you still sell the items for a fair price, but someone powerful takes offense at your plunder of such sacred sites.

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.

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

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.

Equipment

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