

# The Adventurer

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

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

## Species

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

## Details

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

## Demcanor

- charming, diplomatic, agreeable, stern



## CHOOSE YOUR NATURE

☐ **Extrovert**

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

☐ **Peacemaker**

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

## Your Drives

### CHOOSE TWO DRIVES

☐ **Ambition**

Advance when you increase your reputation with any faction.

☐ **Clean Paws**

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

☐ **Principles**

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

☐ **Justice**

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

## Your Connections

### Partner

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

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

### Friend

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

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

## Background

### Where do you call home?

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

### Why are you a vagabond?

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

### Whom have you left behind?

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

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

With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

## YOUR REPUTATION

|       |    |                          |                          |                          |    |                          |                          |                          |                          |    |                          |                          |                          |    |                          |                          |                          |                          |                          |    |                          |                          |                          |                          |                          |    |                          |                          |                          |                          |                          |    |
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NOTORIETY

PRESTIGE





Charm [+2]



Cunning [+1]



Finesse [0]

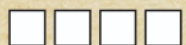


Luck [0]



Might [-1]

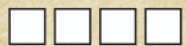
ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

## Roguish Feats

START WITH MARKED FEATS

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

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

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

## Your Moves CHOOSE THREE

### ☐ Sterling Reputation

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

### ☐ Subduing Strikes

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

### ☐ Talon on the Pulse

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

- Who holds power in this clearing?
- Who is the local dissident?
- What are the denizens afraid of?
- What do the denizens hope for?
- What opportunities exist for enterprising vagabonds?

On a miss, your questions tip off someone dangerous.

### ☐ Orator

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

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

### ☐ Well-Read

Take +1 Cunning (max +3).

### ☐ Fast Friends

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

## Equipment

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