

# 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

## Demecanor

- 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
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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

NOTORIETY

PRESTIGE





Charm [-1]



Cunning [+1]



Finesse [+1]

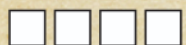


Luck [+1]



Might [0]

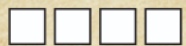
ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



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 BOLDED WEAPON SKILL TO START

- |  |   |
|--|---|
| <input type="checkbox"/> Cleave                | <input type="checkbox"/> <b>PARRY</b>   |
| <input type="checkbox"/> <b>CONFUSE SENSES</b> | <input type="checkbox"/> Quick Shot     |
| <input type="checkbox"/> <b>DISARM</b>         | <input type="checkbox"/> Storm a Group  |
| <input type="checkbox"/> <b>HARRY</b>          | <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:

- |   |  |
|---|--|
| <input type="checkbox"/> <b>Reliable:</b> +2 boxes of wear and an additional range  | <input type="checkbox"/> <b>Flexible:</b> Choose 2 weapon skill tags for this weapon   |
| <input type="checkbox"/> <b>Feared:</b> When you engage in combat against foes who recognize this weapon, inflict morale harm on them             | <input type="checkbox"/> <b>Unique:</b> Your weapon is of unusual design; once per session, mark exhaustion to ignore the harm inflicted on you by a single attack           |
| <input type="checkbox"/> <b>Deadly:</b> When you inflict harm with this weapon, inflict +1 harm   | <input type="checkbox"/> <b>Rousing:</b> After you successfully inflict injury on a dangerous enemy, mark wear to clear exhaustion from every ally who saw you land the blow |
| <input type="checkbox"/> <b>Double-headed:</b> One edge inflicts injury, the other exhaustion. Declare which side you use at the start of a fight |  |

### ☒ 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): \_\_\_\_\_