

# The Adventurer

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

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

## Species

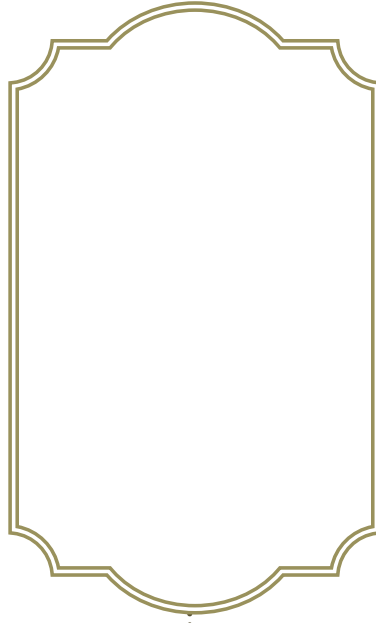
- fox, mouse, rabbit, bird, owl, other: \_\_\_\_\_

## Details

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

## Demeanor

- charming, diplomatic, agreeable, stern



## CHOOSE YOUR NATURE

**Extrovert**

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

**Peacemaker**

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

## Background

### Where do you call home?

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

### Why are you a vagabond?

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

### Whom have you left behind?

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

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

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

## Your Drives

### CHOOSE TWO DRIVES

**Ambition**

Advance when you increase your reputation with any faction.

**Clean Paws**

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

**Principles**

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

**Justice**

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

## Your Connections

### Partner

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

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

### Friend

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

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

## YOUR REPUTATION

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

PRESTIGE



Charm [+2]



Cunning [+1]



Finesse [0]



Luck [0]



Might [-1]

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



INJURY



EXHAUSTION



DEPLETION

## Roguish Feats

START WITH MARKED FEATS

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

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

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

## Your Moves CHOOSE THREE

### Sterling Reputation

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

### Subduing Strikes

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

### Galon on the Pulse

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

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

### Orator

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

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

### Well-Read

Take +1 Cunning (max +3).

### Fast Friends

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

## Equipment

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