

# The Harrier

You are a quick, enterprising vagabond, racing easily from building to building and clearing to clearing without anything stopping you, perhaps finding yourself in places others would rather keep secret or hidden.

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

## Species

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

## Details

- he, she, they, shifting
- roguish, kitted out, vibrant, scarred
- half-started maps, sewn bandana, ball and cup, wide-brimmed hat

## Demeanor

- excited, energetic, passionate, flighty

## Background

### Where do you call home?

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

### Why are you a vagabond?

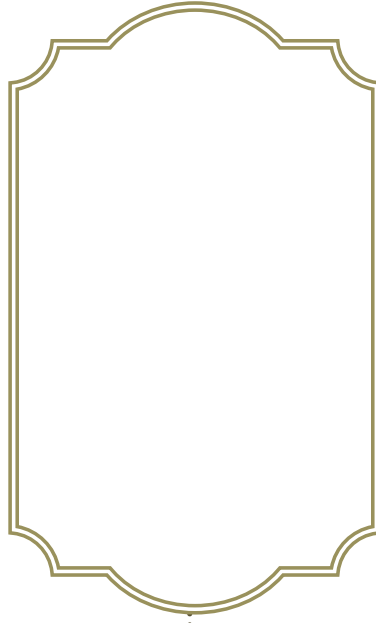
- I want to fight for Woodland freedom
- I am chasing a loved one
- I am on the run for my crimes
- I feel a deep wanderlust
- I am on the run from a commitment at home

### Whom have you left behind?

- my teacher
- my family
- my loved one
- my idol
- 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 Drives

CHOOSE TWO DRIVES

### Crime

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

### Discovery

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

### Infamy

Advance when you decrease your reputation with any faction.

### Wanderlust

Advance when you finish a journey to a clearing.

CHOOSE YOUR NATURE

### Dutiful

Clear your exhaustion track when you take on a dangerous or difficult task on behalf of another.

### Competitive

Clear your exhaustion track when you take dramatically unnecessary risks to show off.

## Your Connections

### Professional

\_\_\_\_\_ and I tried to blaze a new trail between two clearings; without the support of the major factions, it never fully came to fruition.

*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.*

### Friend

\_\_\_\_\_ and I forged a bond while investigating a ruin deep in the woods. What strange minor trinkets do each of you carry from that expedition?

*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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NOTORIETY

PRESTIGE



Charm [0]



Cunning [-1]



Finesse [+2]



Luck [+1]



Might [0]

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

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

## Roguish Feats

START WITH MARKED FEATS

- |  |   |
|--|---|
| <input checked="" type="checkbox"/> Acrobatics | <input type="checkbox"/> Pickpocket       |
| <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"/> <b>QUICK SHOT</b> |
| <input type="checkbox"/> <b>DISARM</b>  | <input type="checkbox"/> Storm a Group     |
| <input type="checkbox"/> <b>HARRY</b>   | <input type="checkbox"/> <b>TRICK SHOT</b> |
| <input type="checkbox"/> Improvise      | <input type="checkbox"/> Vicious Strike    |

## Your Moves CHOOSE THREE

### Cross Country

Take one extra box of exhaustion. When **your exhaustion track is full and you must mark exhaustion**, you may choose to mark an equivalent amount of injury instead of being removed from the situation or going unconscious.

### Fleet of Foot and Hand

Take +1 Finesse (max +3).

### Don't Shoot the Messenger

Take the *Counterfeit* roguish feat (it does not count against your limit.) When you pretend to be an innocuous messenger carrying a missive of import to **trick** someone, roll with Luck instead of Cunning.

### Parkour

When you **dash your way through a chaotic scene or fight**, roll with Finesse. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1-for-1 to dash to something within sight and reach without being stopped, or to dash away from something nearby without being stopped. You can dash away from an enemy even at the moment they attack. On a miss, your surroundings trip you up, and you're caught in place while danger closes in.

### Traveler Extraordinaire

When you **travel along the paths to another clearing**, you can always give +1 to the roll or clear 2-exhaustion, your choice. When you **travel through the forest to another clearing**, you can always give +1 to the roll or clear 2-depletion, your choice. In both cases, before you arrive at the next clearing, you can ask the GM any two questions about the next clearing, based on what you remember from your last time through.

### Smuggler's Path

You've got a good sense for finding secret paths and doors. When you **spend time looking for a secret way in or out of a place that might have one**, mark exhaustion and roll with Luck. On a hit, you find a hidden path—the GM will detail it and to where it leads. On a 10+, there's something along or inside the path of value to you—the GM will tell you what. On a miss, you find a secret path...and someone else is using it right this second. They probably won't be happy you found their secret.

## Equipment

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