

The Ranger

You are a capable, stealthy vagabond, centered on the forests that fill the Woodland between the clearings, more interested in the wilds than in the company of other Woodland denizens or their society.

Name: _____

Species

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

Details

- he, she, they, shifting
- unkempt, scarred, natural, practical
- forest charm, leafy cloak, smoking pipe, stolen ring

Demeanor

- terse, mistrusting, polite, kind

Background

Where do you call home?

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

Why are you a vagabond?

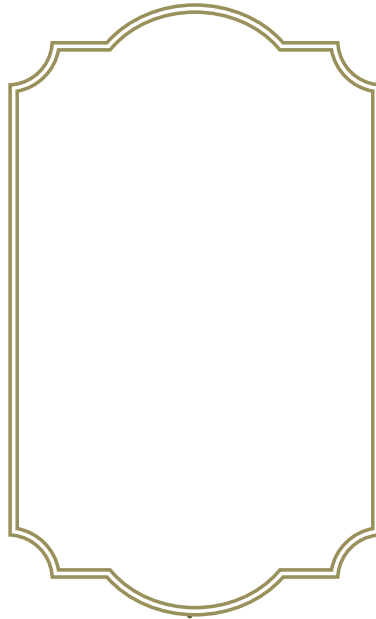
- I dislike the hypocrisy of society
- I am mistrusted by other denizens
- I want to wander the Woodland
- I need to find and save a loved one
- I seek escape from the wars

Whom have you left behind?

- my commander
- my family
- my best friend
- my student
- no one—I lost those who mattered to me (mark one notoriety with the faction responsible)

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.

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.

Protection

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

CHOOSE YOUR NATURE

Loner

Clear your exhaustion track when you enter a dangerous situation alone, without backup or assistance.

Cynic

Clear your exhaustion track when you openly and directly ask dangerous questions about an accepted "truth".

Your Connections

Watcher

I was tricked, conned, or deceived by _____ once. Why do I choose to continue working with them?

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.

Protector

I did something that would have gotten me the enmity of a Woodland faction—if _____ hadn't covered for me. What did I do? Why and how did they protect me? Regardless, I feel indebted to them.

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.

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
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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 [0]



Might [+1]

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 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 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 |

Your Moves CHOOSE THREE

Silent Paws

You are adept at slipping into and out of dangerous situations without anyone noticing. When you **attempt a roguish feat** to sneak or hide, you can mark 2-exhaustion to shift a miss to a 7-9.

Slip Away

When you **take advantage of an opening to escape from a dangerous situation**, roll with Finesse. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2:

- You suffer injury or exhaustion (GM's choice) during your escape
- You end up in another dangerous situation
- You leave something important behind

On a miss, you escape, but it costs you—mark injury or exhaustion, GM's choice—and you leave ample evidence behind for your foes to track and follow you.

Poisons and Antidotes

You have expertise in the poisons and antidotes of the Woodland. When you **brew a poison**, mark depletion and say what effect you want it to have: sleep, weakness, inebriation, or death. Any poison you make requires ingestion or injection; you can use the poison on your weapon or put it in your target's food or drink. When you **study a poison or its effects to make an antidote**, the GM will tell you what special ingredient you'll need. Get the ingredient and mark depletion to brew the antidote.

Forager

When you **travel or pass into a forest**, before making any travel move, you can clear your choice of:

- Up to 3-depletion
- Up to 2-exhaustion
- Up to 2-injury

Threatening Visage

When you **persuade an NPC** with open threats or naked steel, roll with Might instead of Charm.

Dirty Fighter

Take two of the following weapon skills: *Trick Shot*, *Confuse Senses*, *Improvise Weapon*, *Disarm*, *Vicious Strike*. None of the skills you take with this move count against your maximum for advancement.

Equipment

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