

The Ronin

You are a skilled, willful vagabond, formerly a servant of a lord in a different land, now masterless. You came to the Woodland to live as a free vagabond.

Name: _____

Species

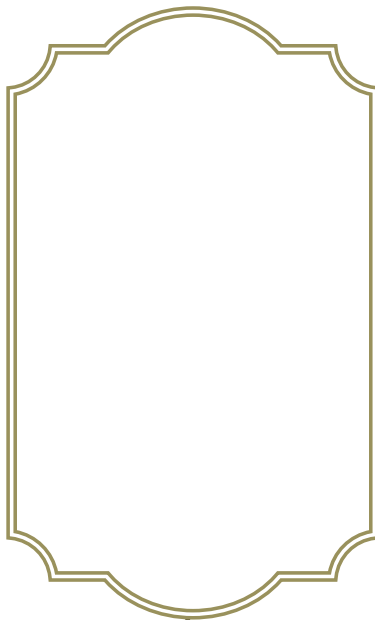
- fox, mouse, rabbit, bird, raccoon dog, other: _____

Details

- he, she, they, shifting
- militaristic, outlandish, simple, colorful
- lord's token, mark of esteem, stringed instrument, board game

Demeanor

- gruff, polite, direct, dangerous



CHOOSE YOUR NATURE

Survivor

Clear your exhaustion track when you try to flee or cover allies' flight from a dangerous or overwhelming situation.

Pilgrim

Clear your exhaustion track when you find an expert in a skill you don't possess.

Background

Where do you now call home?

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

Why are you a vagabond?

- I want to build a masterless life
- I seek a cause to redeem myself
- I aim to bring a hunted foe to justice
- I am hunted by old foes
- I need freedom to fulfill my master's last wish

What happened to your last master?

- assassination
- unjust imprisonment
- disappearance
- justified overthrow
- betrayal

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

Principles

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

Revenge

Name your foe. Advance when you cause significant harm to them or their interests.

Thrills

Advance when you escape from certain death or incarceration.

Wanderlust

Advance when you finish a journey to a clearing.

Your Connections

Partner

_____ and I worked together on my first real task of significance in the Woodland, deposing a dangerous authority figure of a faction. Who did we depose? Why?

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.

Watcher

I see in _____ many reminders of my old master. I am drawn to them, even as I watch them carefully. What is it that reminds me of my old master? How do they feel about my watchful eyes?

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.

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 [+0]



Cunning [+1]



Finesse [0]



Luck [-1]



Might [+2]

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



INJURY



EXHAUSTION



DEPLETION

Roguish Feats

START WITH MARKED FEAT

- | | |
|---|--|
| <input type="checkbox"/> Acrobatics | <input type="checkbox"/> Pickpocket |
| <input checked="" type="checkbox"/> Blindside | <input 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"/> 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

Always Armed

Take the weapon skill *Improvise a Weapon* (it does not count against your limit). When you deal harm with an improvised weapon, deal +1 harm.

Knowing a Lord's Will

When you **figure out** a denizen of status, authority, or power, roll with Might instead of Charm. When you **trick** a denizen of status, authority, or power by playing subordinate, roll with Might instead of Cunning.

Well-Mannered

When you **enter a social environment dependent on manners and etiquette**, roll with Cunning. On a 10+, hold 3. On a 7-9, hold 2. Lose all hold when you leave or when social rules fall apart. Spend hold 1-for-1 to:

- Cover up a social faux pas on behalf of yourself or an ally; clear 1-exhaustion
- Call out someone else's social faux pas; inflict 1-morale harm on them
- Charm someone; take +1 ongoing to speak to them while you have hold
- Demonstrate your value; mark prestige with a powerful denizen's faction

On a miss, the rules of etiquette here are far different from what you expected; mark exhaustion as you commit a gravely impolite error.

Fealty

When you **commit yourself to the cause of someone you deem worthy**, swear an oath to them stating what task you will complete on their behalf. Mark exhaustion to reroll a move made in pursuit of that task. You cannot commit yourself to another cause until you accomplish the first, or break your oath. If you break your oath, fill your exhaustion track and mark 4-notoriety with the faction whose trust you betrayed. If you fulfill your oath, mark 4-prestige with the faction whose trust you kept.

The Rules of War

When you **call upon a reasonable foe to uphold a rule of war**, roll with Might. On a hit, they feel obliged; choose one below they must follow. On a 7-9, they choose one that you must follow; disobey, and the obligation ends.

- Show mercy to surrendering foes and prisoners
- Refrain from underhanded tactics in a fight
- Face each other without aid, back-up, or assistance
- Keep the violence away from the unarmed or innocent
- Fight to surrender or subdual, without retreat

On a miss, they feel no obligation to your ideas of war; prepare for a brutal lesson in the rules they adhere to.

Always Watching

Take +1 Cunning (max +3).

Equipment

STARTING VALUE: 11 CARRYING: BURDENED (4 + MIGHT): MAX (TWICE BURDENED):