

The Vagrant

You are a charming, survivor vagabond, using words to get out of dangerous situations, perhaps even setting possible predators upon each other to keep them away from yourself.

Name: _____

Species

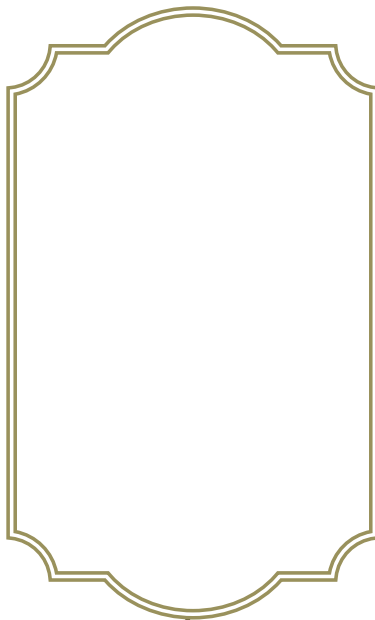
- fox, mouse, rabbit, bird, opossum, other: _____

Details

- he, she, they, shifting
- mangy, wild, patchwork, inconspicuous
- stolen military insignia, tattered cloak, luck charm, gambling paraphernalia

Demeanor

- excited, low key, thoughtful, angry



CHOOSE YOUR NATURE

Glutton

Clear your exhaustion track when you overindulge on vices like drink, food, and gambling.

Hustler

Clear your exhaustion track when you try to spring a con on a powerful or dangerous mark.

Background

Where do you call home?

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

Why are you a vagabond?

- I am being hunted by a powerful vagabond
- I can't settle down with the denizen I truly love
- I seek to depose corrupt and dangerous leaders
- I feel deep wanderlust
- I am on the run for my lies

Whom have you left behind?

- my partner in crime
- my family
- my loved one
- my boss
- 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

Chaos

Advance when you topple a tyrannical or dangerously overbearing figure or order.

Thrills

Advance when you escape from certain death or incarceration.

Clean Paws

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

Wanderlust

Advance when you finish a journey to a clearing.

Your Connections

Family

After _____ and I pulled off an impressive heist and stole something very valuable from a powerful faction, my bad choices landed me in dire straits. But they bailed me out, and we've been close ever since.

When you help them fulfill their nature, you both clear your exhaustion track.

Watcher

_____ saw through one of my cons, and turned it back on me. How? Why did we forgive each other?

When you figure them out, you always hold I, 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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NOTORIETY

PRESTIGE



Charm [+2]



Cunning [+1]



Finesse [-1]



Luck [0]



Might [0]

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



INJURY



EXHAUSTION



DEPLETION

Roguish Feats

START WITH MARKED FEATS

- Acrobatics
- Blindside
- Counterfeit
- Disable Device
- Hide
- Pickpocket
- Sneak
- Pick Lock
- Sleight of Hand

Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- Cleave
- Confuse Senses
- Disarm
- HARRY**
- IMPROVISE**
- Parry
- QUICK SHOT**
- Storm a Group
- Trick Shot
- VICIOUS STRIKE**

Your Moves CHOOSE THREE

Instigator

When you **trick an NPC** into fighting another NPC, you can remove one option from the 7-9 list—they cannot choose that option instead of doing what you want.

Pleasant Facade

When you **suck up to or otherwise butter up an unsuspecting NPC**, roll with Charm. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1 for 1 to deflect their suspicion or aggression away from you onto someone or something else. On a miss, your attempts at flattery are suspicious—they're going to keep their eye on you.

Desperate Smile

When you **trust fate** to see you through by begging, pleading, or abasing yourself, roll with Charm instead of Luck.

Charm Offensive

When you **play upon an enemy's insecurities, concerns, or fears to distract them with words during a fight**, roll with Cunning. On a hit, you create an opening for yourself—make any available weapon move against them at +1, or strike quickly and deal injury to them. On a 7-9, you also tick them off; they aren't listening to you anymore, no matter what you do, until the situation drastically changes. On a miss, you infuriate them—they come at you, hard, and you're not prepared.

Let's Play

When you **play a game of skill and wit to loosen another's tongue**, roll with Charm. On a hit, they let slip something useful or valuable. On a 7-9, you have to lose the game to get them there; mark depletion. On a miss, they're better than you ever thought; either mark depletion and cut your losses, or mark 3-depletion and they'll start talking.

Pocket Sand

Take the weapon skill *Confuse Senses* (it does not count against your limit). When you **throw something to confuse an opponent's senses at close or intimate range**, roll with Cunning instead of Finesse.

Equipment

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