

# The Champion

Name:

## Species

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

## Details

- he, she, they, shifting
- stout, focused, disheveled, vain
- ornate belt, heirloom ring, poetry book, token of chivalry

## Demeanor

- gruff, thoughtful, dramatic, kind

## Background

### Where do you call home?

- clearing
- the forest
- a place far from here

### Why are you a vagabond?

- I seek justice for all the Woodland
- I wish to become a legend across many clearings
- My enemies will burn any home I try to make
- I have sworn to redeem a lost or failed cause
- I am running from a terrible secret

### Whom have you left behind?

- my spouse
- my mentor
- my best friend
- my ward
- my commander

### 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

#### Justice

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

#### Principles

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

#### Loyalty

You're loyal to someone; name them. Advance when you obey their order at a great cost to yourself.

#### Ambition

Advance when you increase your reputation with any faction.

You are a would-be hero and legend, a defender of the innocent and a standard-bearer of lost causes. Yours is the heroic narrative, even if you sometimes oversimplify things

### CHOOSE YOUR NATURE

#### Advocate

Clear your exhaustion track when you confront a powerful NPC about their mistreatment of the powerless or weak.

#### Exemplar

Clear your exhaustion track when you publicly take on a challenging task on behalf of the Just and those they represent.

## Your Connections

### Protector

\_\_\_\_\_ is a true hero, someone whom even I look up to for their moral clarity. What did they do that convinced me of their righteousness?

: 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.

### Family

\_\_\_\_\_ and I are more-or-less siblings after years spent in each other's company. Why have we struggled to get along in the past?

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

## 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"/>	+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"/>	+3
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### NOTORIETY

### PRESTIGE



## Charm [+1]



## Cunning [-1]



## Finesse [-1]



## 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"/> Pick pocket                |
| <input type="checkbox"/> Blindside      | <input type="checkbox"/> Sneak                      |
| <input 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"/> <b>CLEAVE</b>  | <input type="checkbox"/> Parry                |
| <input type="checkbox"/> Confuse Senses | <input type="checkbox"/> <b>QUICK SHOT</b>    |
| <input type="checkbox"/> Disarm         | <input type="checkbox"/> <b>STORM A GROUP</b> |
| <input type="checkbox"/> Harry          | <input type="checkbox"/> <b>TRICK SHOT</b>    |
| <input type="checkbox"/> Improvise      | <input type="checkbox"/> Vicious Strike       |

## Equipment

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

## Your Moves

YOU GET TAKE UP THE CALL, THEN CHOOSE ONE MORE

### Take Up the Call

Name two non-denizen factions: declare one to be the best hope for the Woodland (*The Just*) and the other evil tyrants (*The Enemy*). Take +1 ongoing to protect members of the Just or harm agents of the Enemy. You may switch which factions you consider to be the Just or the Enemy at the end of any session by clearing all prestige from the faction which no longer inspires you; your reputation with both factions remains the same.

**The Just:** \_\_\_\_\_ **The Enemy:** \_\_\_\_\_

Choose a role you often fill as a champion:

- Luminary:** When you persuade an NPC to fight for the Just or resist the charms of the Enemy, roll with Might instead of Charm.
- Paladin:** When you inflict harm on the Enemy, inflict 1 additional harm; when you suffer harm protecting the Just, suffer 1 fewer harm.
- Emissary:** When you mark prestige with the Just, mark an additional prestige. When you mark notoriety with the Enemy, mark an additional notoriety.

### Of the People

When your band travels down a path at a relaxing pace, roll with +1 instead of -1. On a hit, you encounter friendly faces on the journey who offer food and assistance; your band marks half as much depletion as normal. On a 7-9, the characters you meet are in a bit of trouble; they expect you to lend a hand. On a miss, a dangerous foe committed to ending your “righteousness” catches you (and your friends) unaware and unprepared.

### Skill Against Skill Alone

When you grapple with an enemy and roll a 12+, you may take their blows to incapacitate them; suffer their full harm to fill their exhaustion or injury track.

### A Just Cause

When you threaten an authority on behalf of the downtrodden, mark notoriety with the authority's faction and roll with Might. On a hit, the force of your defiance unnerves them; they must make a concession right now to your cause or openly attack you. On a 10+, your words are inspirational; you and your allies take a +1 ongoing against them and their allies if they attack you. On a miss, the authority reveals that the cause you champion is not as just as you were led to believe.

### Raw Force

Take one of the following weapon skills: *Disarm* or *Parry*. It does not count against your maximum. When you use either weapon skill, you can mark exhaustion to roll with Might.