

The Exile

You were once a prominent member of a powerful faction, but now you are exiled from it, and defined by what you do in relation to the group you once called your own.

Name: _____

Species

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

Details

- he, she, they, shifting
- shabby, flashy, formal, inconspicuous
- precious heirloom, mark of privilege, ragged cloak, old book

Demeanor

- bitter, cautious, clever, vain

Background

Where do you call home?

- clearing
- the forest
- a place far from here

What caused your fall?

- I led a failed coup or rebellion
- I committed a terrible crime
- I was betrayed by my closest allies
- I fell prey to my rival's schemes

Why were you exiled (not killed)?

- A complex legal system protected my life
- The last of my allies saved my life
- My enemies granted me mercy
- I fled before facing judgment

Why are you a vagabond?

- I seek a new home in the Woodland
- I want to reclaim my prestige
- I wish to make amends for my sins
- I seek revenge against my enemies

Which faction exiled you? (set your reputation with them to -2)

Which faction now seeks your loyalty or allegiance? (set your reputation with them to +1)



Your Drives

CHOOSE TWO DRIVES

Loyalty

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

Revenge

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

Chaos

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

Infamy

Advance when you decrease your reputation with any faction.

CHOOSE YOUR NATURE

Schemer

Clear your exhaustion track when you promise valuable resources to a dangerous Woodland figure to secure their aid.

Avenger

Clear your exhaustion track when you openly attack those who have wronged you or your sworn vassals and wards.

Your Connections

Protector

I see greatness in _____ that I wish to nurture...and perhaps turn to my own purposes. What is it about them that inspires me so?

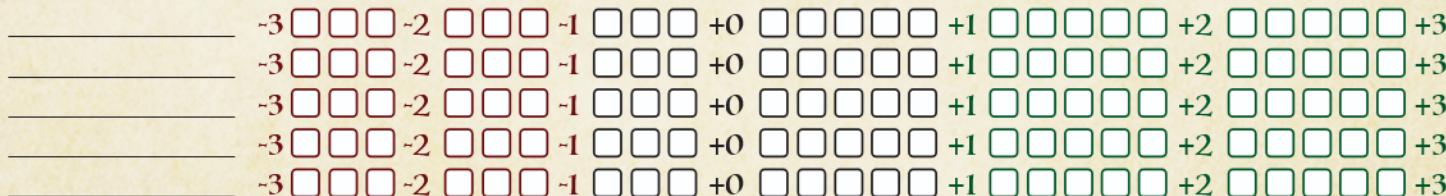
When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.

Family

_____ sheltered me in the earliest days of my exile when I was at my most vulnerable. Why did they offer me such kindness in my moment of need?

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

YOUR REPUTATION



NOTORIETY

PRESTIGE



Charm [+1]



Cunning [-1]



Finesse [0]

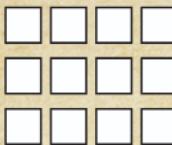


Luck [+1]



Might [+1]

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"/> Blindsight | <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"/> 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"/> VIOUS STRIKE |

Equipment

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

Your Moves

YOU GET KNOWN BY ALL, THEN CHOOSE TWO MORE

Known by All

When you first encounter an important NPC from your former faction, you may declare them to be an old ally—choose and mark one unmarked option from the list below instead of meeting someone important—and roll.

- They shared your political networks; roll with +1.
- You worked closely with them for years; roll with +2.
- They were a loyal friend or dutiful servitor; roll with +3.

On a hit, their loyalty has not diminished; they offer whatever aid they can, even risking their own reputation and safety. On a 7-9, they can only assist you if they can pretend you forced their hand and cover their tracks when you leave; mark as much notoriety with their faction as you added to your roll. On a miss, your attempt to reconnect only reveals your desperation; mark as much notoriety as you added to your roll and know that those who hunt you will be here soon.

When you have marked all three options, clear them all; your agents will tell you of an opportunity to redeem yourself in the eyes of your faction now that they know you are still active.

Above It All

When you trick an NPC into granting you access or information by pretending to be a high-ranking faction leader, roll with Charm instead of Cunning.

I Bring You...

When you spend time talking to the denizens of a clearing, mark exhaustion to learn what vital resource or fugitive the powers-that-be seek. When you deliver a vital resource or prisoner to a faction, you may ask for a favor from the faction as if you rolled a 12+ in addition to marking prestige. If your reputation with that faction is already +2 or greater, you may instead sway the NPC whose cause you most directly benefited with your contribution as if you rolled a 12+.

Greatest of the Age

When you engage an enemy in melee, you take all four options and one for double effect when you roll a 12+.

Born to Be a King

Take +1 Charm (max+3).

Fancy Paper

You gain the roguish feat *Counterfeit* (it does not count against your maximum for advancement). When you attempt a roguish feat to produce counterfeit documents using your intimate knowledge of your home faction's politics and procedures, mark notoriety with that faction to make the move as if you had rolled a 12+.