

The Prince

Name:

Species

- fox, mouse, rabbit, bird, other:

Details

- he, she, they, shifting
- bright-eyed, practical, short, simple
- trusty backpack, comfortable jacket, family compass, walking stick

Demeanor

- arrogant, curious, foolhardy, brave

Background

Why did your parents raise you as a vagabond?

- They rejected the ordinary life of a clearing of the Woodland
- They feared their enemies would find them if they settled down
- They wanted me to make my own choices free of society's influence
- They never fit in with the denizens
- They didn't know how else to live

What happened to your parents?

- Captured by a powerful faction
- Felled by a rival vagabond
- Retired to a Woodland clearing
- Missing in the forest, now presumed dead
- Killed in battle by agents of a powerful faction

Which faction did your parents serve the most? (mark two prestige for appropriate group)

With faction did your parents most often oppose? (mark one notoriety for appropriate group)

You are a second-generation vagabond, heir to your parent's masteries and knowledge, but also born to this life of roguery and independence—you are not a vagabond by your own volition.



Your Drives

CHOOSE TWO DRIVES

Protection

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

Freedom

Advance when you free a group of denizens from oppression.

Crime

Advance when you illicitly score a significant prize or pull off an illegal caper against impressive odds.

Wanderlust

Advance when you finish a journey to a clearing.

CHOOSE YOUR NATURE

Scion

Clear your exhaustion track when you enter danger to attack the enemies or defend the allies of your parents.

Trailblazer

Clear your exhaustion track when you depart on a wild and risky new course of action with others.

Your Connections

Peer

_____ used to work with one of my parents and invited me to join the band when I came of age. How did I impress them with my talents?

If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they attempt a roguish feat, you gain choices on the help move as if you had marked 2-exhaustion when you mark 1-exhaustion.

Family

_____ was mentored by one of my parents. What vagabond skills did they learn from my parents that I've always struggled to master?

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"/>	<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
-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

NOTORIETY

PRESTIGE



Charm [-1]



Cunning [+1]



Finesse [+1]

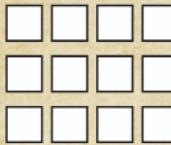


Luck [+1]



Might [0]

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



INJURY

EXHAUSTION

DEPLETION

Roguish Feats

START WITH MARKED AND CHOOSE 2 MORE

- | | |
|--|---|
| <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 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

YOU GET HEIRLOOM WEAPON & LEGACY, THEN CHOOSE ONE MORE

Heirloom Weapon Wear

Your parents bestowed a family heirloom upon you—it has 4 boxes of wear, and its value is functionally priceless to you. If the weapon is ever destroyed, the GM will tell you what tasks you must undertake to restore it.

- Choose a weapon type: dagger, axe, hammer, sword, spear, crossbow, bow
- Choose an appropriate range: intimate, close, far
- Choose two features:

Reliable: +2 boxes of wear and an additional range

Feared: When you engage in combat against foes who recognize this weapon, inflict morale harm on them

Deadly: When you inflict harm with this weapon, inflict +1 harm

Double-headed: One edge inflicts injury, the other exhaustion. Declare which side you use at the start of a fight

Flexible: Choose 2 weapon skill tags for this weapon

Unique: Your weapon is of unusual design; once per session, mark exhaustion to ignore the harm inflicted on you by a single attack

Rousing: After you successfully inflict injury on a dangerous enemy, mark wear to clear exhaustion from every ally who saw you land the blow

Legacy

When you meet someone important for the first time, mark your legacy track to take a 10+ instead of rolling. When your legacy track is full, tell the GM, clear the track, and roll. Take +1 for each “yes” to the following questions:

- Are you in a clearing?
- Is anyone looking for you?

On a hit, someone with unfinished business with your parents finds you. On a 10+, they arrive without warning. On a miss, an ordinary denizen warns you about someone who might seek you out; mark your legacy track.

- Do you have +2 or -2 Reputation with at least one faction?

One of Us

When you try to figure out or persuade vagabonds, bandits, revolutionaries, or outcasts, roll with Luck instead of Charm.

Tall Tales

When you attempt to impress a crowd with a wild story, roll with Luck. On a hit, the crowd is moved; everyone in your band takes +1 ongoing to persuade or trick someone in line with the story. On a 10+, someone foolish even approaches you with profitable work! On a miss, your stories attract someone in desperate need of help you’re not equipped to give.

No Jail Can Hold Me

Take the roguish feat *pick lock*. It doesn’t count against your maximum. When you attempt to escape confinement, mark exhaustion to shift a miss to a 7-9.

Favored

Take +1 Luck (max+3).

Equipment

STARTING VALUE: 7 CARRYING: _____ BURDENED (4 + MIGHT): _____ MAX (TWICE BURDENED): _____