

# Aurélien the Exile

A powerful, vengeful, just former lord knight of the Eyrie Dynasties. Aurélien was betrayed by the faction that they once served, and now pursues justice...and vengeance.



**Charm +1 • Cunning -1 • Finesse 0 • Luck +1 • Might +2**

## Your Nature

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

## Your Drives

**Revenge:** Choose Thurgud, Theodora, or Gaius as 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.

**Roguish Feats:** Sneak

**Weapon Skills:** Storm a Group

## Your Moves

**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.

**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+.

## 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.*

### Peer

\_\_\_\_\_ 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.*

## Background

Aurélien was once the rarest of Eyrie aristocrats—a lizard fully sponsored by certain Eyrie aristocrats as an honorable knight and noble. But others among the Eyrie could not stomach Aurélien's position and success, and the knight was eventually betrayed by a coalition of enemies and those whom Aurélien had trusted. The betrayers framed Aurélien and had them exiled, and now Aurélien seeks justice...and vengeance.

INJURY  
    EXHAUSTION  
    DEPLETION

## Your Equipment

CARRYING: 2 BURDENED: 6  
 MAXIMUM CARRY: 12

**Aurélien's Blade of Honor**

- **Range:** Close | **Weapon skill tags:** Storm a Group, Cleave, Disarm
- **Eaglecraft:** Mark wear when engaging in melee to both make and suffer another exchange of harm.
- **Precise:** Mark wear to ignore your enemy's armor when you inflict harm.
- **Signature:** Whenever you earn prestige or notoriety while showing this item, mark 1 additional prestige or notoriety.

**Robes**

- **Unassuming:** Until you harm an enemy, they will never deem you more of a threat than other vagabonds with arms and armor.

## YOUR REPUTATION

Denizens	-3	<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"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Eyrie Dynasties	-3	<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"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" type="checkbox"/> <input checked="" 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lizard Cult	-3	<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"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Riverfolk Company	-3	<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"/>	-1	<input type="checkbox"/> <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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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