

Dona the Seeker

An adventurous, risk-taking, ruin-delving explorer. Dona is a kind-hearted soul with a penchant for blunt honesty, protecting the meek, and seeking wondrous places. That brings her to Talon Hill and the ruins of Augustine Castle!



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

Your Nature

Historian: Clear your exhaustion track when you refuse to allow someone to cover up or obscure the truth.

Your Drives

Discovery: Advance when you encounter a new wonder or ruin.

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

Roguish Feats: Acrobatics, Disable Device, Pick Lock

Weapon Skills: Trick Shot

Your Moves

Word on the Street: When you spend time in a clearing talking with locals, roll with Finesse. On a hit, you catch wind of a nearby unexplored wonder or ruin; someone promises to take you to it for a fair fee (1-Value). On a 7-9, the dangers make their price steeper—an additional 1-Value of coin or gear. On a miss, the location is under threat—soon it will be plundered, destroyed, or claimed by another power.

Never Lost: Take two additional boxes of injury and depletion you can mark when you confront dangers within a ruin and a +1 ongoing to **trusting fate** and **performing roguish feats** while exploring such ancient locales.

Unstable Ground: When you use a rough or chaotic environment—slippery rocks, a crowded market, etc.—to gain an advantage over your opponents in a fight, you can **grapple** them using Finesse instead of Might.

YOUR CONNECTIONS

Peer

_____ is famous for a discovery of their own. I greatly respect them! What did they discover? How?

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.

Partner

_____ and I have seen the wonders of the Woodland together. What makes them a stalwart companion on my travels?

When you fill in this connection, you each mark 2-prestige with the faction you helped, and mark 2-notoriety with the faction you harmed. During play, if you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.

Background

Dona never fit in with the Great Underground Duchy where she was born. She didn't play into the hierarchies. She explored tunnels and caves! She sought adventure! And she couldn't stand it when the overbearing system crushed innocents. So when she left, she never looked back. She became an explorer, trying to do good for denizens as she could. Now she's come to Talon Hill for a chance at the Augustine Castle ruins. She has already acquired a good lead on how to get into the Augustine Castle ruins, thanks to the Winter Night, although now she owes the Moonlight Syndicate a debt.

INJURY
 EXHAUSTION
 DEPLETION

Your Equipment

CARRYING: 3 BURDENED: 6 MAXIMUM CARRY: 12

Clockwork Wristbow

- **Range:** Far | **Weapon skill tags:** Trick Shot, Quick Shot, Harry
- **Hidden:** Mark exhaustion when being searched or examined to ensure this item goes unnoticed. Mark wear to **attempt the blindside roguish feat** if you don't have it, or to take a 10+ to **blindside** if you do have it.

Salamander Spit

- **Range:** Close, intimate
- **Throwable:** Mark exhaustion to target a vulnerable foe with this weapon at far range.
- **Expendable:** When you throw this weapon, it is automatically destroyed.
- **Explosive:** When this item is destroyed, it explodes and deals 3-injury to everyone in its range (close). It also starts fires and destroys structures.

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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <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"/> <input type="checkbox"/>	+3
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 checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input 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"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3
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 type="checkbox"/> <input type="checkbox"/>	+0	<input type="checkbox"/> <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"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3
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 checked="" type="checkbox"/> <input type="checkbox"/>	+0	<input type="checkbox"/> <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"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3
		NOTORIETY						PRESTIGE					