

# Fineas the Champion

A noble, powerful, bumbling would-be hero. Fineas is trying to represent true nobility. He has left the service of Lady Theodora to seek greater justice.



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

## Your Nature

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

## Your Drives

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

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

**Roguish Feats:** Sleight of Hand  
**Weapon Skills:** Cleave

## Your Moves

**Take Up the Call:** Between Thurgud's faction, Theodora's faction, or Gaius's faction of the Eyrie, 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 of them you consider to be the Just or the Enemy once per session by clearing all prestige from the Eyrie; your reputation remains the same.

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

The role you often fill as a champion:

- **Paladin:** When you inflict harm on the Enemy, inflict 1 additional harm; when you suffer harm protecting the Just, suffer 1 fewer harm.

**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.

## YOUR CONNECTIONS

### 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.

### 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.

### Background

Fineas was is well acquainted with the strife of Talon Hill, having been born here. He served as a Silver Talon in General Theodora's army before leaving—he found the nature of the war to be too much, too full of pain without honor, for him. He became a vagabond to seek a true nobility, to be a beacon, the defender of the innocent and warrior hero. His success so far has been...mixed, but he hopes that in returning to Talon Hill at the time of this new crisis, he can make a real difference. One of the first, greatest decisions facing him is exactly with which successor he will side. He is a brilliant warrior, and he enjoys fighting, but his own personal code of heroism means he won't throw the first punch unless he is going up against someone he already knows to be deeply unjust.

INJURY  
    EXHAUSTION  
    DEPLETION

### Your Equipment

CARRYING: 3 BURDENED: 6 MAXIMUM CARRY: 12

Polearm

- **Range:** Close | **Weapon skill tags:** Cleave, Disarm, Storm a Group
- **Reach:** When you *engage in melee*, mark wear on this weapon to inflict harm instead of trading harm; you cannot use this tag if your enemy's weapon also has Reach.
- **Bulky:** This weapon cannot be hidden and is always visible while on your body. Mark exhaustion whenever you *attempt a roguish feat* or *trust fate* to sneak, hide, blindside, or perform an act of acrobatics.

Plate Armor

- **Arrow-Proof:** Ignore the first hit dealing injury from arrows that you suffer in a scene.
- **Weighty:** This item counts as 1 additional Load

## YOUR REPUTATION

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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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>