

Jeurgin the Heretic

A driven, passionate, outspoken preacher and healer. Jeurgin preaches that the Great Tree will preserve in its heart the spirits of those who do good works, who defend those who need it, who stand for something worthy.



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

Your Nature

Healer: Clear your exhaustion track when you attempt to start a dialogue between two foes from different factions.

Your Drives

Principles: Advance when you express or embody your moral principles at great cost to yourself or your allies.

Freedom: Advance when you free a group of denizens from oppression.

Roguish Feats: Counterfeit, Sleight of Hand

Weapon Skills: Disarm

Your Moves

Friends Indeed: When you first seek out those who share your cause after arriving in a clearing, roll with Charm. On a hit, you find one or two; they provide what they can in service to your collective work. On a 7-9, they also tell you about a threat to your shared ideology that has arisen in the clearing. On a miss, you are caught by someone in the clearing who openly despises your kind.

Hear Me! When you give an inspiring speech to a persuadable crowd in the service of your cause, mark exhaustion and roll with Charm. On a hit, you sway them; pick 2. On a 7-9, you must put yourself at the crowd's mercy and lead them directly for them to follow through.

- They tear down an opposing symbol
- They overthrow a vulnerable tyrant
- They destroy the trappings of tradition
- They elevate someone overlooked
- They deliver justice to the wicked

On a miss, the crowd is moved to action but ignores your guidance, leading to terrible consequences.

Devilish Charm: When you **trick an NPC** you've previously aided or impressed, mark exhaustion to make the move as if you had rolled a 12+ instead of rolling.

YOUR CONNECTIONS

Watcher

_____ was once hurt greatly by someone who shared my cause. Why do I think I might still win them over? What have I already tried to do to earn their trust?

*When you **figure them out**, you always hold 1, even on a miss. When you **plead with them to go along with you**, you can let them clear 2-exhaustion instead of 1.*

Protector

_____ has come to share my beliefs; I must stand with them, no matter the cost. What happened to us that convinced them of the wisdom of my cause?

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

Jeurgin has traveled all the Woodland and lands beyond, learning local traditions and beliefs from many, including the Lizard Cult. Through his own personal spiritual experiences, he developed a belief in the Great Tree that connects all the Woodland, overseeing the denizens and binding them together. The Great Tree guides the noble of spirit into its heart forever as they serve it by helping the meek and by supporting the worthy. Jeurgin is seen as heretical and dangerous by many in power who aren't quite sure what to make of his belief system, but that is exactly why Jeurgin is here in Talon Hill—to ally with the new ruler of the clearing who might then give him a place to build the Followers of the Great Tree.

INJURY
 EXHAUSTION
 DEPLETION

Your Equipment

CARRYING: 2 BURDENED: 4 MAXIMUM CARRY: 8

Morning Star

- **Range:** Close | **Weapon skill tags:** Disarm, Cleave
- **Heavy Bludgeon:** Mark exhaustion to ignore your enemy's armor when you inflict harm.

Heavy Gambeson

- **Reinforced:** While wearing this armor, you may absorb injury as exhaustion 1-for-1 instead of absorbing it as wear.

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"/> <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"/>
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 checked="" type="checkbox"/>	+0	<input checked="" 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"/>
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 checked="" 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"/> <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"/>
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 checked="" 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"/>
		<u>NOTORIETY</u>						<u>PRESTIGE</u>						