

The Arbiter

You are a powerful, obstinate vagabond, serving as somewhere between a mercenary and a protector, perhaps taking sides too easily in the greater conflict between the factions.

Name: _____

Species

- fox, mouse, rabbit, bird, badger, other: _____

Details

- he, she, they, shifting
- large, scarred, well-groomed, old
- faded military insignia, eyepatch, repaired clothes, tarnished locket

Demeanor

- intimidating, honest, brusque, open



CHOOSE YOUR NATURE

Defender

Clear your exhaustion track when you put yourself in harm's way to defend someone against injustice or dire threat.

Punisher

Clear your exhaustion track when you tell a powerful or dangerous villain to their face that you will punish them.

Background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why are you a vagabond?

- I'm being hunted by a powerful official
- I wish to make up for a past transgression
- I want to fight injustice
- I must clear my tarnished name
- I have been exiled from most clearings

Whom have you left behind?

- my peer and friend
- my family
- my loved one
- my ward
- my commander

Which faction have you served the most? (mark two prestige for appropriate group)

With which faction have you earned a special enmity? (mark one notoriety for appropriate group)

Your Drives

CHOOSE TWO DRIVES

Justice

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

Principles

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

Loyalty

You're loyal to someone; name them.

Advance when you obey their order at a great cost to yourself.

Protection

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

Your Connections

Protector

I once protected _____ from a mortal blow during a fight, and I would do it again. Why?

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.

Partner

_____ and I together helped a faction take control of a clearing, and share responsibility for it.

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.

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
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_____	-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 [0]



Finesse [0]



Luck [-1]



Might [+2]

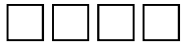
ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

Roguish Feats

CHOOSE ONE FEAT TO START

- Acrobatics
- Blindside
- Counterfeit
- Disable Device
- Hide
- Pickpocket
- Sneak
- Pick Lock
- Sleight of Hand

Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- CLEAVE**
- Confuse Senses
- DISARM**
- Harry
- Improvise
- PARRY**
- Quick Shot
- STORM A GROUP**
- Trick Shot
- Vicious Strike

Your Moves CHOOSE THREE

Brute

Take +1 Might (max +3).

Carry a Big Stick

When you use words to pause an argument or violent conflict between others, roll with Charm. On a hit, they choose: mark 2-exhaustion and keep going, or stop for now. On a 10+, take +1 ongoing to dealing with them peacefully. On a miss, NPCs turn their anger to you, and PCs take +1 ongoing against you for the scene.

Crash and Smash

When you smash your way through scenery to reach someone or something, roll with Might. On a hit, you reach your target. On a 10+, choose 1. On a 7-9, choose 2.

- You hurt yourself: mark injury
- You break an important part of your surroundings
- You damage or leave behind a piece of gear (GM's choice)

On a miss, you smash through, but you leave yourself totally vulnerable on the other side.

Hardy

Take 1 additional injury box. Whenever time passes or you journey to a new clearing, you can clear 2 injury boxes automatically.

Strong Draw

When you target someone with a bow, mark wear on the bow to roll with Might. On a hit, mark exhaustion to inflict 1 additional injury. Mark exhaustion again to make your shot ignore the enemy's armor—they cannot mark wear to absorb the injury.

Guardian

When you defend someone or something from an immediate NPC or environmental threat, roll with Might. On a hit, you keep them safe and choose one. On a 7-9, it costs: expose yourself to danger or escalate the situation.

- Draw the attention of the threat; they focus on you now
- Put the threat in a vulnerable spot; take +1 forward to counterstrike
- Push the threat back; you and your protectee have a chance to maneuver or flee

On a miss, you take the full brunt of the blow intended for your protectee, and the threat has you where it wants you.

Equipment

STARTING VALUE: 10 CARRYING: _____ BURDENED (4 + MIGHT): _____ MAX (TWICE BURDENED): _____