

# The Ranger

You are a capable, stealthy vagabond, centered on the forests that fill the Woodland between the clearings, more interested in the wilds than in the company of other Woodland denizens or their society.

Name: \_\_\_\_\_

## Species

- fox, mouse, rabbit, bird, wolf, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- unkempt, scarred, natural, practical
- forest charm, leafy cloak, smoking pipe, stolen ring

## Demeanor

- terse, mistrusting, polite, kind

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

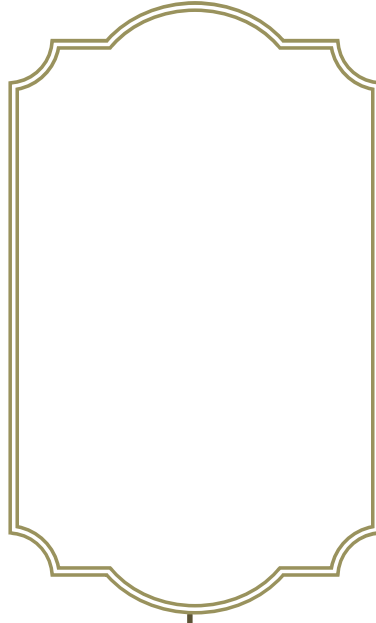
- I dislike the hypocrisy of society
- I am mistrusted by other denizens
- I want to wander the Woodland
- I need to find and save a loved one
- I seek escape from the wars

### Whom have you left behind?

- my commander
- my family
- my best friend
- my student
- no one—I lost those who mattered to me (mark one notoriety with the faction responsible)

### 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

### Discovery

Advance when you encounter a new wonder or ruin in the forests.

### Freedom

Advance when you free a group of denizens from oppression.

### Revenge

Name your foe. Advance when you cause significant harm to them or their interests.

### Protection

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

CHOOSE YOUR NATURE

### Loner

Clear your exhaustion track when you enter a dangerous situation alone, without backup or assistance.

### Cynic

Clear your exhaustion track when you openly and directly ask dangerous questions about an accepted "truth".

## Your Connections

### Watcher

I was tricked, conned, or deceived by \_\_\_\_\_ once. Why do I choose to continue working with them?

! 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

I did something that would have gotten me the enmity of a Woodland faction—if \_\_\_\_\_ hadn't covered for me. What did I do? Why and how did they protect me? Regardless, I feel indebted to them.

! 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.

## 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
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NOTORIETY

PRESTIGE



Charm [-1]



Cunning [+1]



Finesse [+1]



Luck [0]



Might [+1]

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



INJURY



EXHAUSTION



DEPLETION

## Roguish Feats

START WITH MARKED FEATS

- 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

### Silent Paws

You are adept at slipping into and out of dangerous situations without anyone noticing. When you **attempt a roguish feat** to sneak or hide, you can mark 2-exhaustion to shift a miss to a 7-9.

### Slip Away

When you **take advantage of an opening to escape from a dangerous situation**, roll with Finesse. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2:

- You suffer injury or exhaustion (GM's choice) during your escape
- You end up in another dangerous situation
- You leave something important behind

On a miss, you escape, but it costs you—mark injury or exhaustion, GM's choice—and you leave ample evidence behind for your foes to track and follow you.

### Poisons and Antidotes

You have expertise in the poisons and antidotes of the Woodland. When you **brew a poison**, mark depletion and say what effect you want it to have: sleep, weakness, inebriation, or death. Any poison you make requires ingestion or injection; you can use the poison on your weapon or put it in your target's food or drink. When you **study a poison or its effects to make an antidote**, the GM will tell you what special ingredient you'll need. Get the ingredient and mark depletion to brew the antidote.

### Forager

When you **travel or pass into a forest**, before making any travel move, you can clear your choice of:

- Up to 3-depletion
- Up to 2-exhaustion
- Up to 2-injury

### Threatening Visage

When you **persuade an NPC** with open threats or naked steel, roll with Might instead of Charm.

### Dirty Fighter

Take two of the following weapon skills: *Trick Shot*, *Confuse Senses*, *Improvise Weapon*, *Disarm*, *Vicious Strike*. None of the skills you take with this move count against your maximum for advancement.

## Equipment

STARTING VALUE: 9 CARRYING: \_\_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_\_