Jesti the Champion

A noble, goodhearted, ascetic follower of the Great Dragon, if not the Lizard Cult. Jexri tries to do good works wherever they go, adhering to their own heroic moral code.



Charm +1 • Cunning 0 • Finesse -1 • Luck +1 • (Dight +2)

Your Nature

Advocate: Clear your exhaustion track when you confront a powerful NPC about their mistreatment of the powerless or weak.

Your Drives

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

Folk ηero: Advance when you perform a significant act of service or heroism on behalf of the denizens.

..... YOUR CONNECTIONS

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

Jexri was raised in the Lizard Cult, and while they found great solace and meaning in their personal connection to the Great Dragon, too many of the practices and demands of the Cult itself didn't sit well with them. The Lizard Cult takes many forms across its width and breadth, but too often Jexri found Cultist leaders distorting or misusing faith in the Great Wyrm to their own selfish ends. To find their own path to connection with the Great Wyrm, they left behind their homeland and traveled far and wide, eventually arriving in the Woodland and taking on the roaming life of a vagabond. Everywhere Jexri goes, they fight for what they think is right, defending the downtrodden and casting down the corrupt.

Peer

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.

INJURY
EXHAUSTION
DEPLETION

Roguish Feats: Sleight of hand

Weapon Skills: Storm a Group, Parry

Your Moves

Gake Up the Call: Between Samm Dios and the Lizard Cult, Jillian Xavier and her Woodland Alliance faction, Marie Motier and her Woodland Alliance Faction, or Louise Howl and her Eyrie Dynasties faction, 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:

• Luminary: When you *persuade an NPC* to fight for the Just or resist the charms of the Enemy, roll with Might instead of Charm.

Raw Force: Take one of the following weapon skills: *Disarm* or *Parry*. It does not count against your maximum. When you use either weapon skill, you can mark exhaustion to roll with Might.

Your Equipment

CARRYING: 3 BURDENED: 6 MAXIMUM CARRY: 12

Lizard Cult Galon Blade □□□

- Range: Intimate, Close | Weapon skill tags: Parry, Storm a Group, Vicious Strike
- Precise: Mark wear to ignore your enemy's armor when you inflict harm.
- Incriminating: When any significant individual member of the faction offended by this item first sees you bearing it, mark notoriety with that faction..

Round Shield □□

Robes □

• Unassuming: Until you harm an enemy, they will never deem you more of a threat than other vagabonds with arms and armor.

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Denizens -3)+3
Woodland Alliance -3 -2 -2 -1 -1 -2 +0 -1 -1 -2 +2 -0 -1)+3
Lizard Cult -3 0 0-2 0 0-1 0 × +0 0 0 0 +1 0 0 0 +2 0 0 0)+3
Eyrie Dynasties -3 O -2 O -1 O × +0 O O O +1 O O +2 O O O O PRESTIGE)+3