

# Knohadd the Vagrant

A manipulative, charismatic, slippery vagabond. Knohadd was trained by the Riverfolk Company to be one of their captains, but he escaped that life to talk his way across the Woodland.



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

## Your Nature

**Glutton:** Clear your exhaustion track when you overindulge on vices like drink, food, and gambling.

## Your Drives

**Clean Paws:** Advance when you accomplish an illicit, criminal goal while maintaining a believable veneer of innocence.

**Thrills:** Advance when you escape from certain death or incarceration.

**Roguish Feats:** Pick Lock, Sleight of Hand

**Weapon Skills:** Harry a Group, Confuse Senses

## Your Moves

**Instigator:** When you *trick an NPC* into fighting another NPC, you can remove one option from the 7-9 list—they cannot choose that option instead of doing what you want.

**Pleasant Facade:** When you *suck up to or otherwise butter up an unsuspecting NPC*, roll with Charm. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1 for 1 to deflect their suspicion or aggression away from you onto someone or something else. On a miss, your attempts at flattery are suspicious—they're going to keep their eye on you.

**Pocket Sand:** Take the weapon skill *Confuse Senses* (it does not count against your limit). When you *throw something to confuse an opponent's senses at close or intimate range*, roll with Cunning instead of Finesse.

## YOUR CONNECTIONS

### Family

After \_\_\_\_\_ and I pulled off an impressive heist and stole something very valuable from a powerful faction, my bad choices landed me in dire straits. But they bailed me out, and we've been close ever since.

• When you help them fulfill their nature, you both clear your exhaustion track.

### Watcher

\_\_\_\_\_ saw through one of my cons, and turned it back on me. How? Why did we forgive each other?

• 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.

## Background

Knohadd was born on a Riverfolk Company ship, docked at a Company trading post, to a Company captain. He was expected to serve the Riverfolk Company...but that never sat right. Life on a ship was always rough, with too little food and too few comforts... and Knohadd is the rare otter who absolutely hates water! Eventually, he ditched his commission and talked his way into joining a trade caravan. He's been talking his way into and out of trouble ever since, lying easily and carelessly, making friends, making enemies, and gladly living a water-free life. He's had his ups—his relationship with Jillian Xavier—and his downs, like that time he was thrown in prison for impersonating an Eyrice officer. But he never stops moving, never stops looking for the next opening to a soft bed and a full belly.

INJURY  
    EXHAUSTION  
    DEPLETION

## Your Equipment

CARRYING: 2 BURDENED: 4 MAXIMUM CARRY: 8

Longbow

- **Range:** Far | **Weapon skill tags:** Harry a Group
- **Heavy Draw Weight:** When you *target a vulnerable foe* with this bow, mark exhaustion to inflict 1 additional injury.

Salamander Spit Grenade

- **Range:** Close, Intimate
- **Throwable:** Mark exhaustion to *target a vulnerable foe* with this weapon at far range.
- **Expendable:** When you throw this weapon, it is automatically destroyed.
- **Explosive:** When this item is destroyed, it explodes and deals 3-injury to everyone in its range (close, intimate). It also starts fires and destroys structures..

## 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 checked="" 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
Woodland Alliance	-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"/>	+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
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 type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" 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
Eyrice 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 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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