

The Scoundrel

You are a lucky, dangerous vagabond, acting more as destroyer and troublemaker than anything else, perhaps creating chaos and destruction for its own sake.

Name: _____

Species

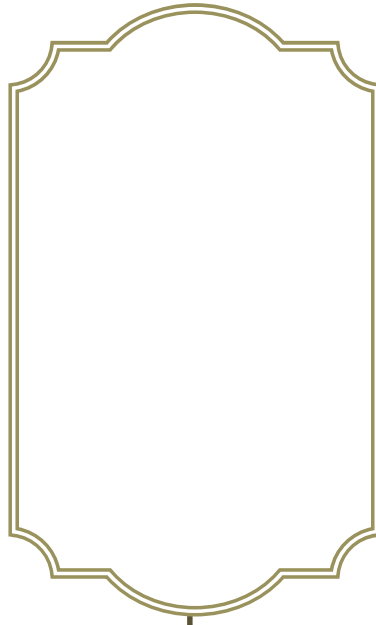
- fox, mouse, rabbit, bird, cat, other: _____

Details

- he, she, they, shifting
- suspicious, impoverished, flea-bitten, scarred
- full face mask, mousesteel spark lighter, overly large coat, sulphurous pouches

Demeanor

- shifty, slimy, straightforward, naive



CHOOSE YOUR NATURE

Arsonist

Clear your exhaustion track when you use needlessly destructive or damaging methods to solve a problem.

Combative

Clear your exhaustion track when you try to start a fight against overwhelming opposition.

Background

Where do you call home?

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

Why are you a vagabond?

- I am on the run for a destructive crime
- I seek vengeance for my suffering
- I wish to defeat a faction
- I am mistrusted by other denizens
- I want to be free from society's bonds

Whom have you left behind?

- my teacher
- my family
- my loved one
- my only defender
- my best friend

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

Chaos

Advance when you topple a tyrannical or dangerously overbearing figure or order.

Thrills

Advance when you escape from certain death or incarceration.

Crime

Advance when you illicitly score a significant prize or pull off an illegal caper against impressive odds.

Infamy

Advance when you decrease your reputation with any faction.

Your Connections

Friend

_____ and I once met and pulled off a mad, impossible stunt together. What did we do? Why?

When you help them, you can mark 2-exhaustion to give a +2, instead of 1-exhaustion for a +1.

Partner

_____ and I destroyed a faction's resource, on behalf of an opposing faction. Why?

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
_____	-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

NOTORIETY

PRESTIGE



Charm [+1]



Cunning [-1]



Finesse [0]



Luck [+2]



Might [0]

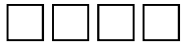
ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2



INJURY



EXHAUSTION



DEPLETION

Roguish Feats

START WITH MARKED FEATS

- | | |
|--|---|
| <input checked="" type="checkbox"/> Acrobatics | <input type="checkbox"/> Pickpocket |
| <input type="checkbox"/> Blindside | <input checked="" type="checkbox"/> Sneak |
| <input type="checkbox"/> Counterfeit | <input type="checkbox"/> Pick Lock |
| <input type="checkbox"/> Disable Device | <input type="checkbox"/> Sleight of Hand |
| <input checked="" type="checkbox"/> Hide | |

Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- | | |
|--|--|
| <input type="checkbox"/> Cleave | <input type="checkbox"/> Parry |
| <input type="checkbox"/> CONFUSE SENSES | <input type="checkbox"/> QUICK SHOT |
| <input type="checkbox"/> Disarm | <input type="checkbox"/> Storm a Group |
| <input type="checkbox"/> Harry | <input type="checkbox"/> Trick Shot |
| <input type="checkbox"/> IMPROVISE | <input type="checkbox"/> VICIOUS STRIKE |

Your Moves CHOOSE THREE

Arsonist

When you **wreck something** with flagrantly dangerous means (explosives, uncontrolled flame, etc.), roll with Luck instead of Might.

Create to Destroy

When you **use available materials to rig up a dangerous device**, roll with Finesse. On a hit, you cobble together something that will do what you want, one time. On a 10+, choose one. On a 7-9, choose two. The device is:

- More dangerous than intended
- Larger or more unwieldy than intended
- More temperamental and fragile than intended

On a miss, you need some vital component to finish it; the GM will tell you what.

It's a Distraction!

You gain the roguish feat *Blindside* (it does not count against your limit).

When you **attempt a roguish feat** to blindside someone while they are distracted by environmental dangers (a raging fire, an oncoming flood, etc.), roll with Luck instead of Cunning.

Daredevil

You're at your luckiest when you go into danger without hesitation. When you **dive into a dangerous situation without forethought or planning**, treat yourself as having "Luck Armor," with 1 box of wear (remember, armor is only "destroyed" when you would mark another box of wear, and all its boxes are full). The "Luck Armor" automatically goes away once the danger has passed, and the next time you would have "Luck Armor," you gain it as if it was brand new with clear boxes.

Danger Mask

You have a mask or outfit you wear when you go about your most destructive work—more of a calling card, an identifier of "the real you," than a disguise. Treat it as a piece of equipment with two boxes of wear. While you have your mask on, any notoriety you gain is doubled, any prestige you gain is halved, and take +1 to **trust fate** and all Scoundrel playbook moves. If your mask is ever taken from you, mark exhaustion. If your mask is ever destroyed, mark 4-exhaustion. If your mask is destroyed, you can make a new mask when time passes.

Better Lucky than Good

When you **use a weapon move (basic or skilled)**, mark exhaustion to roll with Luck instead of the listed stat.

Equipment

STARTING VALUE: 8 CARRYING: ____ BURDENED (4 + MIGHT): ____ MAX (TWICE BURDENED): ____