

# INVENTORY

Items take up slots equal to their *load*. If *burdensome*, they must go in a BURDENED slot.

## CARRIED (in your hands)

\_\_\_\_\_  
\_\_\_\_\_

## HANDY (can be drawn/retrieved quickly)

\_\_\_\_\_  
\_\_\_\_\_ ENCUMBERED  
\_\_\_\_\_ BURDENED\*

## WORN (on your torso, more or less)

\_\_\_\_\_  
\_\_\_\_\_ ENCUMBERED  
\_\_\_\_\_ BURDENED\*  
\_\_\_\_\_ BURDENED\*

## PACK (if you have one; takes time to retrieve)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ ENCUMBERED  
\_\_\_\_\_ BURDENED\*  
\_\_\_\_\_ BURDENED\*  
\_\_\_\_\_ BURDENED\*

## GEAR (0-load items)

## WEALTH

## OTHER RESOURCES (not carried)

\*If any of these are filled, mark the BURDENED condition.

# BONDS

Write a bond with each PC, plus 2 NPCs from your backstory. Use one of these example bonds or make up your own.

- \_\_\_'s seen me at my worst. I'll strive to show them my best.
- \_\_\_ and I came up together. I've got their back.
- \_\_\_ takes themselves too seriously. They need to lighten up.
- There's more to \_\_\_ than it seems. I'll pay them more heed.
- \_\_\_ sure is something. They'd never go for a rogue like me.
- I think \_\_\_ knows too much. I need to get something on them.
- [An experience with, opinion of, or statement of fact about \_\_\_]. [Your intent towards and/or feelings about them.]

# ADVANCEMENTS

To mark a new advancement, spend XP equal to 10 + your current number of advancements. Mark each when you take it; you can't take the same one twice.

Each time you mark an advancement, you can rewrite one of your traits.

- +1 to any stat and gain an extra trait for that stat
- +1 to any stat and gain an extra trait for that stat
- +1 to any stat and gain an extra trait for that stat
- +1 to any stat and gain an extra trait for that stat
- Take an extra KEY
- Take another ROGUE MOVE
- Take another ROGUE MOVE
- Take a move from any playbook (including this one)
- Take a move from another playbook
- Take a move from another playbook

After your 5th advance, you can also choose these:

- Retire to safety
- Create a second character & play that one too
- Change playbooks
- Gain a DESTINY move

## XP:

# THE ROGUE

I Go By: \_\_\_\_\_ BUT MY TRUE NAME IS: \_\_\_\_\_

For your name: choose a normal name, but add/remove/change a letter or two.

e.g. *Hob, Jofy, Doggar, Zhimmy, Fremmy, Joussef, Nolly, Makki, Ticole, Aphelia, Gryce, Adeera, Maige, Dargaret, Zsoë*

Consider picking a moniker: something descriptive of your nature or deeds. Add before or after, possibly with a "the".

e.g. *Twohands, Redblade, Greyhound, Quicksilver, Lightning, Whispser, Moonlight, the Zephyr, the Kid, the Cat*

True names have power. Decide if go by your given name or if it's a handle. For your family name, pick a slick-sounding noun and change a letter or two. Maybe add a prefix or suffix, like "van," "ibn" or "-son."

MY GENDER  male  female  ambiguous  transgressing

I AM...  still a youth  in my prime  older than I look  getting too old for this

WITH SKIN THAT IS...  dirty  fair  khaki  mahogany  porcelain  russet  swarthy  tanned  toffee

AND HAIR THAT...  badly needs a cut  is clearly well groomed  I keep covered  usually covers one eye

WHEN I WALK IN...  no one thinks twice  everyone stops & stares  few if any meet my gaze  friendly smiles abound

## BACKSTORY You are...(pick 1)

**IN TOO DEEP:** start with 1d6 Wealth, 1d6 Supplies on hand, and quarters suiting your station

What have you gotten yourself into? (pick 1)

- a daring heist or con, months in the planning
- provoking a bloody war
- the assassination of an untouchable target
- spying for a rival power, bent on subversion or even invasion
- VIVA LE REVOLUCION!

Choose your assets: (pick 3)

- 3 doses of lethal poison, acquired at great cost
- a secret hideout where you meet and scheme
- a partner whom you can trust
- leverage over someone who has access that you need
- a way to get at your primary target, secret but very risky
- knowledge of a secret vulnerability, paid for in blood
- an established cover identity, well-placed & respected

Alas... (pick 2-3)

- you're being forced to do this
- you think that \_\_\_ is on to you
- you're beginning to doubt the mission
- most of your co-conspirators are worthless liabilities
- you're pretty sure that one of your crew is a traitor

**ON THE LAMB:** Start with 1d6-1 Wealth, 1d6-1 Supplies, and cramped but hidden bolt hole

From whom are you running? (pick 1)

- a merchant of nigh limitless means & connections
- a magician known for their power & wrath
- a supernatural entity of ancient hunger
- an influential noble and all those who curry their favor
- the ruthless head of a criminal empire, vast in resources & reach
- a self-proclaimed prophet and their zealous disciples
- a lone avenger, more terrible than any army

They took everything because you... (pick 1-2)

- spurned them romantically
- stole something from them
- murdered someone dear to them
- disgraced them publicly
- foiled their schemes
- stood up to them
- escaped from their clutches
- betrayed them to another

You've only survived because of... (pick 2-3)

- the more pressing problems they must deal with
- the talisman of obfuscation you acquired
- the protection of their rivals
- the leverage you have over them
- the formalities they adhere to
- the identify you've assumed
- the aid of your many friends
- the favors owed to you

**A STAND UP GUY:** start with 2d6 Wealth, 1d6 Supplies on hand, and quarters suiting your station

Your ties to the community include... (pick 2-3):

- family who love you, despite your faults
- hereditary privilege and rank
- a home of your own, simple but cozy & hard won
- a love interest, probably complicated but maybe not
- childhood friends that have always looked out for each other
- position in a gang, thieves' guild, or a similar shady group
- numerous contacts, some loyal friends, some who owe favors

But of course things are complicated by... (pick 2-3)

- the envy & scorn of local noble, set on your ruin
- a past that keep coming back to haunt you
- your poverty, low birth, and lack of options
- your gods-damned conscience
- your long-running feud with some shady characters
- the dark times that have befallen your home
- a string of problematic relationships & entanglements
- a bloody conflict that seems to keep escalating
- an oppressive tyrant, figurative or literal

**NO MATTER YOUR BACKGROUND:** you have a satchel, a dagger, plus any 4 of these:  a bandolier/belt & pouches  a bunch of throwing dirks  a suit of light armor  a sword or rapier  a hand crossbow (& quiver)  a heavy crossbow (& quiver)  a fine instrument  lock picks  a disguise kit  3 smoke bombs  a silk rope & grapple  a cloak of pockets

## STATS (start with in each stat; add 2 more s as you see fit)

Mark a stat box to...

...add +1 to a one of these moves...

...or ask one of these questions and take +1 forward to act on the answer.

### CLEVER

  

- Observe
- Overcome by puzzling it out
- Pursue by following their trail
- Get answers via research or recall

- what here is out of place?
- what here is useful/valuable to me?
- what's about to happen?

### DANGEROUS

  

- Manipulate with threats of violence
- Assault
- Fight

- who or what is the biggest threat?
- how is \_\_\_ vulnerable?

### PHYSICAL

  

- Evade a physical threat
- Resist an assault on your body
- Overcome a physical obstacle
- Pursue by chasing them down

- where is \_\_\_ relative to me?
- what's the best way in/out/around/through?

### SOCIAL

  

- Observe people or groups
- Manipulate via persuasion or guile
- Evade inquiry or suspicion
- Get Answers by asking around

- what does \_\_\_ want?
- what is \_\_\_ really feeling?
- who's really in control here?

### STEADY

  

- Assault with an *aimed* weapon
- Resist
- Overcome a condition or spell
- Take a Risk

- what just happened here?
- what (else) should I be on the lookout for?

## ROGUE MOVES (pick 2 rogue moves, or 1 rogue and 1 background move)

- BACKSTAB** - When you sneak up on someone, mark Dangerous or an appropriate trait to Inflict Harm.
- BRAVADO** - When you're the center of attention, mark Social to hold 3 *bravado* as long as you keep talking. Spend 1 *bravado*: reposition without anyone objecting // signal your allies without drawing notice // ask any Observe question.
- DANGER SENSE** - You can always ask the GM "is there a trap or ambush here?" If the answer is yes, ask a follow-up question and take +1 forward to act on the answer. Also, when you Evade, you always *saw it coming*.
- EYE ON THE DOOR** - You can always ask the GM "what's my best way out?" Take +1 forward to act on the answer.
- IMPROVISE, ADAPT, OVERCOME** - You can mark Clever and tell us how you use your surroundings to (pick 1): distract, impede, or frustrate your foe(s) // radically change your position // Assault your foe(s).
- LEGWORK** - When you Prepare by casing a joint or studying a mark, ask 1 Observe question for each *preparation* you get. You can spend 1 *preparation* to retroactively declare some advantage you set up in advance.
- NEVER TELL ME THE ODDS** - When you go straight into danger without hedging your bets, get +1 Armor ongoing.
- PANTS ON FIRE** - When a player asks you a question, answer however you like. When you present yourself as something you're not to an NPC, roll +Steady. On a hit, they buy it. But on a 7-9, you're subject to scrutiny or suspicion.
- PARKOUR** - While you're unencumbered and hauling ass, take +1 ongoing until you lose your momentum.
- \_\_\_\_\_

## TRAITS (pick 1 trait per box in each stat)

Mark a trait to add +1 to a relevant roll, but only if everyone at the table agrees the trait applies.

 Calculating, Con Artist, Creative, Eye for Detail, Lie Detector, Mischievous, Quick Study, Resourceful, Sees Connections, Streetwise, Underhanded, Well-Read  
  

 Callous, Cutthroat, Fights Dirty, Good with a Blade, Just Keeps Coming, Mean as Hell, Paranoid, Reckless, Ruthless, Short Fuse, Stealthy, Suffers No Fools, Vicious, Vindictive  
  

 A Dancer's Grace, Acrobatic, Catlike, Dexterous, Escape Artist, Flowing, Fast, Light on My Feet, Lithe, Nimble Fingers, Powerfully Built, Slippery, Sinewy, Wiry  
  

 All Eyes on Me, Beautiful, Charming, Easy to Trust, Elegant, Empathetic, Fits in Everywhere, Friendly, Gallant, Hot, I Know a Guy, Persuasive, Rakish, Sultry  
  

 Cautious, Calm Under Pressure, Cocky, Deceitful, Don't Give a Damn, I've Got a Plan, Just in Time, Lives for Danger, Nerves of Steel, Poised, Poker Face, Precise, Skillful, Too Much to Live For  
  


## KEYS (pick 2)

The first time you hit a key in a scene, mark 1 XP or unmark one  from a stat or trait.

- CONSCIENCE** - cause trouble by doing the right thing
- DEFIANCE** - stand up to a bully or tyrant
- GREED** - increase your wealth at another's expense
- LIBERATION** - free someone from bondage
- LOYALTY** - stand up or make excuses for your comrades
- ROMANCE** - share a passionate moment with another
- TRICKERY** - get someone to act on false information
- VENGEANCE** - get payback on someone who's hurt you
- \_\_\_\_\_
- \_\_\_\_\_

## INFLECT HARM

When you inflict harm, roll 3d6. If you inflicted harm...  
 - And they didn't see it coming, take the best die  
 - With some other advantage, take the middle die  
 Otherwise, take the worst die

## HARM & CONDITIONS

When you suffer harm, the GM tells you how much and describes it, along with the effects of any tags (e.g. *forceful*). Subtract your Armor, if any.



You can reduce the harm by 1 by picking one of these. If you want, you can ask the GM to pick one as well.

- Lose your footing or position
- Lose your grip
- Something on your person breaks
- You're out of it for a moment
- Tap Steady or a fitting quality
- Mark a condition (other than *burdened*):

- MISERABLE**
- FURIOUS**
- CONFUSED**
- SCARED**
- EXHAUSTED**
- BURDENED**

Whatever harm is left, mark that number of boxes:

- ROUGHED UP**
- OUT OF THE ACTION**
- WOUNDED\***
- MAIMED\***
- DYING\***
- DEAD**

\* Describe the injury below with a  next to it. Mark the box when it's stabilized, cross it off when it heals.

