

# THE ROGUE

STYLE   

FORCE   

SMARTS   

ATTITUDE   

MYSTIC   

XP     

MM     

RN    

GEAR & PETS 

## THE DETERMINATION

### Goal

Treasures

Power

Heart

Revenge

Orders

### Method

Trickery (Style)

Destruction (Force)

Scheming (Smarts)

Manipulation (Attitude)

Corruption (Mystic)

Control (Teamwork)

When you can justify a move being rolled to reach your Goal, you can do one of the following:

**If it uses your Method Attribute**, roll with Advantage.

**If it doesn't use your Method Attribute**, change the attribute used for a move to your Method.

## ABILITY

## DAMAGE

## RANGE

## MOVES

[BASIC MOVES](#) [PLAYBOOK DIGEST](#)

Experience is gained on accepting a miss result, or when a move tells you.  
When you have 5 XP, clear your experience bar and pick one of the following:

### Improvements

Take a move from your playbook.....

Take a move from another playbook.....

Get a piece of Gear.....

Pick One: Buddies under your command deal 1 extra Damage.....

Pick One: Increase your Maximum Stamina by 1.....

### Advanced Improvements (after 3 regular improvements)

Take a move from your or another playbook.....

Mark one of the possible basic moves as advanced.....

Once per stage, create a mediate situation that is benefit for your Goal.....

Get +1 to any Attribute, max +3.....

Increase your maximum Rings by 1.....

Increase your maximum Stamina by 1.....

Once per stage you can use one of your limited features an extra time.....

Take anther playbook's Feature (req: 3 base moves, 2 other moves).....

### Final Improvement (after 6 Advanced Improvements)

You can use your Method without need to justify it being for your Goal.....

THE ROGUE

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		