

# THE ROGUE

STYLE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FORCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMARTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTITUDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MYSTIC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
XP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## 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.

**Brooding +1 Bonus Applied to:**  
(if Improvement taken)

## ABILITY

## TYPE

## 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 or a new Pet.....  
Increase Feature's Method's Attribute by 1 for the stage after Brooding.....  
Change one of your Attributes into a Star Attribute.....

### Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....  
Change one of your Attributes into a Star Attribute.....  
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.....  
Take another playbook's Feature (required moves: 3 base, 2 other).....

### Final Improvement (after 9 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		