

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

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.....

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

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

Advanced Improvements (after 3 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.....

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

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		