

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"/>	<input type="checkbox"/>
MM	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>

GEAR & PETS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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THE DETERMINATION

Goal	Method
Treasures	Trickery (Style)
Power	Destruction (Force)
Heart	Scheming (Smarts)
Revenge	Manipulation (Attitude)
Orders	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.

Advanced Improvement - Luck

Once per stage, create a situation involving your Goal.

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.....
- Mark one Attribute as a Star Attribute and take a (revival) move.....

Advanced Improvements (after 3 improvements)

- Take a move from your or another playbook.....
- Make one Attribute as a Star Attribute.....
- 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).....
- Gain "Luck" feature.....

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		