

The Arbiter



You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Arbiter. A powerful, obstinate vagabond, serving as somewhere between a mercenary and a protector, perhaps taking sides too easily in the greater conflict between the factions.

your background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why did you become a vagabond?

- I earned the enmity of a powerful denizen
- I violated some greater duty
- I openly fought back against injustice
- I killed the wrong denizen
- I was exiled from home

Whom have you left behind?

- my peer and friend
- my family
- my loved one
- my ward
- my commander

Which faction have you served the most?

(mark two prestige for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

your species

fox • mouse • rabbit • bird • badger • _____

your look

man • woman • ambiguous • androgynous

large • scarred • well-groomed • old

faded military insignia • eyepatch
repaired clothes • tarnished locket

your demeanor

intimidating • honest • brusque • open

your connections

PROTECTOR: I once protected _____ from a mortal blow during a fight, and I would do it again. Why?

When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.

PARTNER: _____ and I together helped a faction take control of a clearing, and share responsibility for it.

You each mark 2 prestige with the faction you helped, and mark 2 notoriety with the faction you harmed. If you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.

the Arbiter

Charm
+1

Cunning
+0

Finesse
+0

Luck
-1

Might
+2

injury
□ □ □ □

exhaustion
□ □ □ □

decay
□ □ □ □

add +1 to a stat of your choice, to a max of +2

choose your nature

DEFENDER

Clear your exhaustion track when you defend someone who cannot defend themselves from dire threat.

⋮
or
⋮

PUNISHER

Clear your exhaustion track when you punish a villain for their grievous wrongdoing.

your connections

Protected:

Partner:

your drives

choose two

- Justice:** You advance when you pursue and achieve justice for someone deeply wronged by another powerful denizen.
- Honor:** You advance when you uphold your sense of personal honor at great cost to yourself or your allies.
- Loyalty:** Name your “master”, the character to whom you are loyal. You advance when you obey an order at a great cost to yourself.
- Protection:** Name your ward. You advance when you protect them from significant danger, or when seasons turn and your ward is safe.

weapon skills

choose one bolded weapon skill to start

- Cleave**
- Parry**
- Blind
- Improvise
- Quick Shot
- Disarm
- Vicious Strike**
- Harry
- Murder
- Trick Shot

your moves

choose three

- BRUTE:** Take +1 to Might (max +3).
- CARRY A BIG STICK:** When you *trust fate to see you through* by relying on strength and force without forethought or planning, roll with Might instead of Luck.
- CRASH & SMASH:** When you smash your way through scenery to reach someone or something, roll with Might. On a hit, you reach your target. On a 10+, choose 1. On a 7–9, choose 2.
 - ⌘ You hurt yourself: mark 1 injury.
 - ⌘ You break an important part of the structures around you.
 - ⌘ You damage or leave behind a piece of gear (GM’s choice).
 On a miss, you smash through, but you leave yourself totally vulnerable on the other side.
- HARDY:** Take 1 additional injury box. Whenever time passes or you journey, you can clear 1 injury box automatically.
- WEAPON MASTER:** You have the *Improvise Weapon* skill. When you improvise a weapon, you get to dictate the range tag and the one additional tag on a hit. The GM dictates the weakness tag on a 7–9.
- GUARDIAN:** When you defend someone or something from an immediate NPC or environmental threat, roll with Might. On a hit, you keep them safe and choose one. On a 7–9, it costs: expose yourself to danger or escalate the situation.
 - ⌘ Draw the attention of the threat; they focus on you now.
 - ⌘ Put the threat in a vulnerable spot; take +1 forward to counterstrike.
 - ⌘ Push the threat back; you and your protectee have a chance to maneuver or flee.
 On a miss, you take the full brunt of the blow intended for your protectee, and the threat has you where it wants you.

your equipment

GREAT SWORD □ □

Range: close | *Special Moves:* Cleave

Sharp: Mark decay when *engaging sword-to-sword* to inflict 1 additional harm, even on a miss.

Large: Mark exhaustion to affect a second target within reach with the results of *engage sword-to-sword*; they inflict harm on you as well.

PLATE □ □ □ □

Arrow-proof: Ignore the first injury you suffer from arrows in a scene.

Cumbersome: Mark one exhaustion while you wear your armor—clear one exhaustion when you take it off.

Weighty: This item counts for two additional boxes of decay when determining if a vagabond is burdened.

your reputation

DENIZENS	-3	□□□□	-2	□□□□	-1	□□□□	+0	□□□□□□	+1	□□□□□□	+2	□□□□□□	+3
THE MARQUISATE	-3	□□□□	-2	□□□□	-1	□□□□	+0	□□□□□□	+1	□□□□□□	+2	□□□□□□	+3
THE EYRIE	-3	□□□□	-2	□□□□	-1	□□□□	+0	□□□□□□	+1	□□□□□□	+2	□□□□□□	+3
_____	-3	□□□□	-2	□□□□	-1	□□□□	+0	□□□□□□	+1	□□□□□□	+2	□□□□□□	+3

The Ranger



You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Ranger. A capable, stealthy vagabond, centered on the forests that fill the Woodland between the clearings, more interested in the wilds than in the company of other Woodland denizens or their society.

your background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why did you become a vagabond?

- I disliked the hypocrisy of society
- I was mistrusted by “civilized” denizens
- I felt deep wanderlust
- I need to find and save a loved one
- I wanted to escape from the wars

Whom have you left behind?

- my commander
- my family
- my best friend
- my student
- no one—I lost those who mattered to me. (*mark notoriety with the faction responsible*)

Which faction have you served the most?

(mark two prestige for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

your species

fox • mouse • rabbit • bird • wolf • _____

your look

man • woman • ambiguous • androgynous

✎
unkempt • scarred • natural • practical

✎
forest charm • leafy cloak
smoking pipe • stolen ring

your demeanor

terse • mistrusting • polite • kind

your connections

WATCHER: I felt betrayed by something _____ once did to me. I won't easily trust them ever again.

When you figure them out, you can always ask “Are you telling the truth?”, even on a miss.

PROTECTOR: I did something that would have gotten me the enmity of a Woodland faction—if _____ hadn't covered for me. What did I do? Why and how did they protect me? Regardless, I feel indebted to them.

When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.

the Ranger

Charm
-1

Cunning
+1

Finesse
+1

Luck
+0

Might
+1

injury
□ □ □ □

exhaustion
□ □ □ □

decay
□ □ □ □

add +1 to a stat of your choice, to a max of +2

choose your nature

LONER

Clear your exhaustion track when you enter a dangerous situation alone, without backup or assistance.

⋮
or
⋮

CYNIC

Clear your exhaustion track when you uncover an important or damaging falsehood in the clearing.

your connections

Watcher:

Protector

weapon skills

choose one bolded weapon skill to start

your drives

choose two

- Discovery:** You advance whenever you finish investigating a ruin or encounter a new wonder in the forests.
- Freedom:** You advance whenever you free a group of denizens from oppression.
- Revenge:** Name your foe. You advance when you cause significant harm to them or their interests.
- Protection:** Name your ward. You advance when you protect them from significant danger, or when seasons turn and your ward is safe.

- Cleave**
- Murder**
- Blind
- Improvise
- Trick Shot
- Harry**
- Parry**
- Disarm
- Quick Shot
- Vicious Strike

your moves

choose three

- SILENT PAWS:** You are adept at slipping into and out of dangerous situations without anyone noticing. When you *attempt roguish feats* relying on stealth, you can mark exhaustion to choose one fewer item from the list.
- FORAGER:** Whenever you travel or pass into a forest, you can clear one box of decay by foraging for supplies.
- SLIP AWAY:** When you take advantage of an opening to escape from a dangerous situation, roll with Finesse. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2:
 - ☞ You suffer injury or exhaustion (GM's choice) during your escape.
 - ☞ You end up in another dangerous situation.
 - ☞ You leave something important behind.
 On a miss, you escape, but it costs you—mark injury or exhaustion, GM's choice—and you leave ample evidence behind for your foes to track and follow you.
- DARKENED BLADE:** If your target is unaware of your position, you may *murder* with weapons tagged for close range, instead of just intimate range. On a miss, you can mark exhaustion to remain hidden from your foes.
- THREATENING VISAGE:** When you *persuade an NPC* with open threats or naked steel, roll with Might instead of Charm.
- DIRTY FIGHTER:** Take two of the following weapon skills: *Murder, Blind, Improvise Weapon, Disarm, Vicious Strike.*

your equipment

FOXFOLK LONGSWORD □ □

Range: close | *Special Moves:* Parry

Foxfolk steel: Ignore the first box of decay you mark on this item each scene.

LONGBOW □ □ □ □

Range: far | *Special Moves:* Harry

CHAIN ARMOR □ □ □

Tightly woven: When you take a few seconds to repair this armor after a fight, clear 1 box of decay on this item.

Weighty: This item counts for two additional boxes of decay when determining if a vagabond is burdened.

your reputation

DENIZENS	-3	□ □ □ □	-2	□ □ □ □	-1	□ □ □ □	+0	□ □ □ □ □ □	+1	□ □ □ □ □ □	+2	□ □ □ □ □ □	+3
THE MARQUISATE	-3	□ □ □ □	-2	□ □ □ □	-1	□ □ □ □	+0	□ □ □ □ □ □	+1	□ □ □ □ □ □	+2	□ □ □ □ □ □	+3
THE EYRIE	-3	□ □ □ □	-2	□ □ □ □	-1	□ □ □ □	+0	□ □ □ □ □ □	+1	□ □ □ □ □ □	+2	□ □ □ □ □ □	+3
_____	-3	□ □ □ □	-2	□ □ □ □	-1	□ □ □ □	+0	□ □ □ □ □ □	+1	□ □ □ □ □ □	+2	□ □ □ □ □ □	+3

The Scoundrel



You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Scoundrel. A lucky, dangerous vagabond, acting more as destroyer and troublemaker than anything else, perhaps creating chaos and destruction for its own sake.

your background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why did you become a vagabond?

- I destroyed something valuable and ran
- I killed the wrong denizen
- I sabotaged the efforts of a powerful faction
- I was exiled for causing too much havoc
- I wanted to be free

Whom have you left behind?

- my teacher
- my family
- my loved one
- my only defender
- my best friend

Which faction have you served the most?

(mark two prestige for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

your species

fox • mouse • rabbit • bird • cat • _____

your look

man • woman • ambiguous • androgynous

suspicious • impoverished • flea-bitten • scarred

full face mask • mousesteel spark lighter
overly large coat • sulphurous pouches

your demeanor

shifty • slimy • straightforward • naive

your connections

FRIEND: _____ and I once met and pulled off a mad, impossible stunt together. What did we do? Why?

When you help them, you can mark two exhaustion to give a +2, instead of one exhaustion for a +1.

PARTNER: _____ and I destroyed a faction's resource, on behalf of an opposing faction. Why?

You each mark 2 prestige with the faction you helped, and mark 2 notoriety with the faction you harmed. If you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.

The Thief



your species

fox • mouse • rabbit • bird • raccoon • _____

your look

man • woman • ambiguous • androgynous

worn • fidgety • inconspicuous • flamboyant

black cape • large bag
old broken weapon • stolen scarf

your demeanor

fast-talking • quiet • angry • friendly

You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Thief. A cunning, criminal vagabond, capable of stealing even the most well-guarded treasures, perhaps committed to crime and theft for its own sake.

your background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why did you become a vagabond?

- I needed food, water, shelter, and money
- I committed one too many crimes
- I ticked off a powerful denizen
- I didn't fit in with any clearing
- I went on the run from law

Who have you left behind?

- my partner-in-crime
- my family
- my loved one
- my protector
- my benefactor

Which faction have you served the most?

(mark two prestige for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

your connections

PROFESSIONAL: I stole something important, something needed or craved, for _____. I proved my worth to them.

If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they are attempting roguish feats, you gain choices on the help move as if you had marked two exhaustion when you mark one.

FRIEND: _____ sprang to get me out of holding, whether they bailed me out or rescued me. I owe them.

When you help them, you can mark two exhaustion to give a +2, instead of one exhaustion for a +1.

, the Thief

Charm
+0

Cunning
+0

Finesse
+2

Luck
+1

Might
-1

injury
□ □ □ □

exhaustion
□ □ □ □

decay
□ □ □ □

add +1 to a stat of your choice, to a max of +2

choose your nature

KLEPTOMANIAC

Clear your exhaustion track when you selfishly steal something valuable or important.

⋮
or
⋮

REBELLIOUS

Clear your exhaustion track when you purposefully provoke figures of authority into retaliation.

your connections

Professional: _____

Friend: _____

your drives

choose two

- Freedom:** You advance whenever you free a group of denizens from oppression.
- Greed:** You advance when you secure a serious payday or treasure.
- Ambition:** You advance whenever your reputation increases with a faction.
- Thrills:** You advance when you escape from certain death or incarceration.

weapon skills

choose one bolded weapon skill to start

- Harry**
- Parry**
- Blind
- Disarm
- Quick Shot
- Murder
- Trick Shot
- Cleave
- Improvise
- Vicious Strike

your moves

choose three

- BREAKING AND ENTERING:** When you *attempt roguish feats* to get into or out of a place you've previously been, you can mark exhaustion to always have a clear escape, even on a miss.
- DISAPPEAR INTO THE DARK:** When you slip into shadows while unnoticed, mark exhaustion and hold 1. As long as you remain quiet, move slowly, and hold 1 for this move, you will remain hidden. If you inadvertently reveal yourself, lose your hold. Spend your hold to reveal yourself from a darkened place, suddenly and without warning. If you attack someone immediately after spending the hold, take +3 on the roll.
- ROPE-A-DOPE:** When you evade and dodge your enemy so as to tire them out, roll with Finesse. On a hit, you can mark one exhaustion to make them mark two exhaustion. On a 10+, you can mark one exhaustion to make them mark three exhaustion. On a miss, they catch you in the middle of a dodge—you're at their mercy.
- SMALL HANDS:** When you *grapple* with an enemy larger than you, roll with Finesse instead of Might. On a miss, they overpower you—you're at their mercy.
- MASTER THIEF:** Take +1 Finesse (max +3).
- NOSE FOR GOLD:** When you *figure someone out*, you can always ask (even on a miss):
 - ✦ What is the most valuable thing you are carrying?
 When you *read a tense situation*, you can always ask (even on a miss):
 - ✦ What is the most valuable thing here?

your equipment

DAGGER □

Range: intimate, close | *Special Moves:* Murder, Parry
Quick: Mark exhaustion to *engage* with Finesse instead of Might.

STAFF □ □

Range: close | *Special Moves:* Parry
Blunted: This weapon inflicts exhaustion, not injury.

CHAINMAIL □ □ □

Tightly woven: When you take a few seconds to repair this armor after a fight, clear 1 box of decay on this item.
Weighty: This item counts for two additional boxes of decay when determining if a vagabond is burdened.

your reputation

DENIZENS	-3	□□□□	-2	□□□□	-1	□□□□	+0	□□□□□□	+1	□□□□□□	+2	□□□□□□	+3
THE MARQUISATE	-3	□□□□	-2	□□□□	-1	□□□□	+0	□□□□□□	+1	□□□□□□	+2	□□□□□□	+3
THE EYRIE	-3	□□□□	-2	□□□□	-1	□□□□	+0	□□□□□□	+1	□□□□□□	+2	□□□□□□	+3
_____	-3	□□□□	-2	□□□□	-1	□□□□	+0	□□□□□□	+1	□□□□□□	+2	□□□□□□	+3

The Tinker



You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Tinker. An adept, clever vagabond, interested in mechanisms and craftsmanship, perhaps possessed of ideas that separate you from those around you.

your background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why did you become a vagabond?

- I was thrown out of my home for my crazy ideas
- My home was destroyed in battles
- I craved adventure
- I need to find and save my family
- I need to hide my invention

Who have you left behind?

- my mentor
- my family
- my best friend
- my loved one
- my leader

Which faction have you served the most?

(mark two prestige for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

your species

fox • mouse • rabbit • bird • beaver • _____

your look

man • woman • ambiguous • androgynous

scattered • organized • grubby • singed

eccentric tool belt • beautiful whetstone
former patron's insignia • massive packs

your demeanor

hopeful • cheerful • inquisitive • cynical

your connections

PROFESSIONAL: _____ and I have been working together well for a while. We read each other's moves easily.

If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they are attempting roguish feats, you gain choices on the help move as if you had marked two exhaustion when you mark one.

FAMILY: _____ and I had each other's back when we were run out of a clearing because our natures got out of hand.

When you help them fulfill their nature, you both clear your exhaustion track.

The Vagrant



You are a vagabond. You have left your home to roam the Woodland. Maybe someday you will find a new home, but that day is not today.

You are the Vagrant. A charming, survivor vagabond, using words to get out of dangerous situations, perhaps even setting possible predators upon each other to keep them away from yourself.

your background

Where do you call home?

- _____ clearing
- the forest
- a place far from here

Why did you become a vagabond?

- I was cast out for being a troublemaker
- I got in a fight with a powerful denizen
- I fell in love with the wrong denizen
- I rebelled from the leadership of my home clearing
- I felt deep wanderlust

Who have you left behind?

- my partner in crime
- my family
- my loved one
- my boss
- my best friend

Which faction have you served the most?

(mark two prestige for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

With which faction have you earned a special enmity?

(mark one notoriety for appropriate group)

- the Eyrie Dynasty
- the Marquisate
- the Denizens
- _____
- none

your species

fox • mouse • rabbit • bird • opossum • _____

your look

man • woman • ambiguous • androgynous

mangy • wild • cobbled-together • inconspicuous

stolen military rank insignia • tattered cloak
makeshift luck charm • gambling dice, cards, or sticks

your demeanor

excited • bland • thoughtful • angry

your connections

FAMILY: After _____ and I pulled off an impressive heist and stole something very valuable from a powerful faction, my bad choices landed me in dire straits. But they bailed me out, and we've been close ever since.

When you help them fulfill their nature, you both clear your exhaustion track.

WATCHER: _____ saw through one of my cons, and turned it back on me. How? Why did we forgive each other?

When you figure them out, you can always ask "Are you telling the truth?", even on a miss.

, the Vagrant

Charm
+2

Cunning
+1

Finesse
-1

Luck
+0

Might
+0

injury
□ □ □ □

exhaustion
□ □ □ □

decay
□ □ □ □

add +1 to a stat of your choice, to a max of +2

choose your nature

DRUNK

Clear your exhaustion track when you overindulge on vices like drink, food, and gambling.

⋮
or
⋮

HUSTLER

Clear your exhaustion track when you spring a complicated con on a dangerous mark.

your connections

Family: _____

Watcher: _____

your drives

choose two

- Chaos:** When you topple an tyrannical or dangerously overbearing figure or order, you advance.
- Thrills:** You advance when you escape from certain death or incarceration.
- Clean paws:** You advance when you obtain something valuable or accomplish a difficult goal without any non-vagabond having strong evidence of your wrongdoing.
- Wanderlust:** You advance when you enter a clearing you've never been to, or you've only been to a long time ago.

weapon skills

choose one bolded weapon skill to start

- Harry**
- Murder**
- Blind
- Disarm
- Trick Shot
- Improvise**
- Parry**
- Cleave
- Quick Shot
- Vicious Strike

your moves

choose three

- INSTIGATOR:** When you *trick* an NPC into fighting another NPC, you can remove one option from the 7-9 list—they cannot choose that option instead of doing what you want.
- PLEASANT FACADE:** When you suck up to or otherwise butter up an unsuspecting NPC, roll with Charm. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold 1 for 1 to deflect their suspicion or aggression away from you onto someone or something else. On a miss, your attempts at flattery are suspicious—they're going to keep their eye on you.
- DESPERATE SMILE:** When you *trust fate to see you through* by begging, pleading, or abasing yourself, roll with Charm instead of Luck.
- CHARM OFFENSIVE:** When you play upon an enemy's insecurities, concerns, or fears to distract them with words during a fight, roll with Cunning. On a hit, you create an opening for yourself—make any available weapon move against them at +1, or strike quickly and deal injury to them. On a 7-9, you also tick them off; they aren't listening to you anymore, no matter what you do, until the situation drastically changes. On a miss, you infuriate them—they come at you, hard, and you're not prepared.
- LET'S PLAY:** When you play a game of skill and wit to loosen another's tongue, roll with Charm. On a hit, they let slip something useful or valuable. On a 7-9, you have to lose the game to get them there; mark one decay. On a miss, they're better than you ever thought; either mark one decay and cut your losses, or mark three decay and they'll start talking.
- POCKET SAND:** Take the weapon move *Blind*. When you throw something to blind an opponent, roll with Cunning instead of Finesse.

your equipment

- MOUSEFOLK SHORT SWORD** □ □
Range: close
Mousefolk Steel: Mark decay on this sword to *engage sword-to-sword* using Cunning instead of Might.
- LONGBOW** □ □ □ □
Range: far | *Special Moves:* Harry
- LEATHER ARMOR** □ □
Flexible: when you *grapple with someone*, mark exhaustion to ignore the first choice they make.

your reputation

DENIZENS	-3		□□□□	-2		□□□□	-1		□□□□	+0	□□□□□□		+1	□□□□□□		+2	□□□□□□		+3
THE MARQUISATE	-3		□□□□	-2		□□□□	-1		□□□□	+0	□□□□□□		+1	□□□□□□		+2	□□□□□□		+3
THE EYRIE	-3		□□□□	-2		□□□□	-1		□□□□	+0	□□□□□□		+1	□□□□□□		+2	□□□□□□		+3
_____	-3		□□□□	-2		□□□□	-1		□□□□	+0	□□□□□□		+1	□□□□□□		+2	□□□□□□		+3

Basic Moves

Persuade an NPC

When you **persuade an NPC with promises or threats**, roll with Charm.

On a 10+, they see things your way, provided you give them a strong motive or reasonable bribe.

On a 7–9, they aren't sure; the GM will tell you what you need to do to sway them.

Figure Someone Out

When you try to **figure someone out**, roll with Charm.

On a 10+, hold 3.

On a 7–9, hold 1.

While interacting with them, spend your hold 1 for 1 to ask their player a question:

- ✂ is your character telling the truth?
- ✂ what is your character really feeling?
- ✂ what does your character intend to do?
- ✂ what does your character wish I'd do?
- ✂ how could I get your character to _____?

Trick an NPC

When you **trick an NPC to get what you want**, roll with Cunning.

On a hit, they take the bait and do what you want.

On a 7–9, they can instead choose one:

- ✂ they hesitate; you shake their confidence or weaken their morale.
- ✂ they stumble; you gain a critical opportunity.
- ✂ they overreact; take +1 forward against them.

Read a Tense Situation

When you **read a tense situation**, roll with Cunning.

On a 7–9, ask 1.

On a 10+, ask 3.

Take +1 when acting on the answers.

- ✂ what's my best way out / in / through?
- ✂ who or what is the biggest threat?
- ✂ who or what is most vulnerable to me?
- ✂ what should I be on the lookout for?
- ✂ who is in control here?

Attempt Roguish Feats

When you **attempt roguish feats** to steal something secure, sneak somewhere, or otherwise slip past security or notice, roll with Finesse.

On a hit, you achieve your goal without being noticed so far.

On a 10+, pick 1.

On a 7–9, pick 2.

- ✂ you don't have a clear path of escape.
- ✂ you use up some resources in the attempt; mark decay.
- ✂ you leave evidence of your roguery behind.

Trust Fate

When you **trust fate to see you through**, roll with Luck.

On a hit you scrape by; the GM will tell you what it costs you.

On a 10+, fortune favors the bold; your panache earns you an easy escape or a fleeting opportunity.

Wreck Something

When you **wreck something**, roll with Might.

On a hit, you seriously break it; it can't be used again until it's repaired.

On a 7–9, you're imprecise and dangerous; you cause collateral damage, attract attention, or end up in a bad spot, GM's choice.

Help or Interfere

When you **help or interfere** with another

Vagabond, mark exhaustion to add +1 or -2 to their roll (after rolling). Mark exhaustion again to select one of the following:

- ✂ You conceal your aid or interference.
- ✂ You create an opportunity or obstacle.

Character Creation

Setup Your Character

1st

Choose a **PLAYBOOK**. Your playbook is an archetype that represents the overarching kind of vagabond you are, what special moves you have, and what kind of jobs you perform.

2nd

Choose a **NAME**, **SPECIES**, and **LOOK**. Your species describes what kind of animal you are, and might affect how other denizens see you. Your look refers to your outward presentation and demeanor. Circle as many look options as apply.

3rd

Choose where to **ADD +1 TO YOUR STATS**. Your stats represent your particular strengths and weaknesses, and are used when you trigger moves. You can add +1 to a stat of your choice, but you cannot raise a stat beyond +2 at this point.

4th

Choose your **BACKGROUND**. Background questions help fill in detail about your character's history. Answer each background question, either choosing an option and fleshing it out with some details, or describing a different answer.

5th

Choose your **NATURE**. Your nature represents your character's innermost self, and way of relieving stress. Fulfilling your nature helps you clear away exhaustion. Select one nature from the two options.

6th

Choose your **DRIVES**. Your drives represent your character's goals and desires. Fulfilling your drives is how you earn advancements for your character. Select two drives from the four options.

7th

Choose your **MOVES**. Every playbook gets three total moves. Most get to choose 3 from their list. The Tinker starts with two specific moves and chooses one more.

8th

Choose your **WEAPON MOVES**. Weapon moves are special skills you use with suited weapons. Choose as many as your playbook states from the playbook's list.

9th

Once everyone is done with their character creation through step 8, go around and **INTRODUCE** each character.

10th

Then go around again and do **CONNECTIONS**. Connections represent the bonds between the vagabonds. Each player chooses another vagabond for each connection.

Advancements

When you advance by following a drive, choose one from the list:

- ✦ Take +1 to a stat (max +2)
- ✦ Take a new move from your playbook (max 5 moves from your own playbook)
- ✦ Take a new move from another playbook (max 2 moves from another playbook)
- ✦ Take up to two new weapon skills (max 8 total)
- ✦ Add 1 box to any one harm track
- ✦ Take up to two new connections (max 6 total)

You cannot take more than one advance per drive per session.

Names

Aimee • Alvin • Anders • Alyse • Bhea • Billi • Braden • Buford
Cesspyr • Cinder • Constance • Cloak • Dawna • Dewly
Doneel • Dugan • Ellaine • Emmie • Ewan • Eward • Flannera
Fog • Foster • Frink • Gemma • Golden • Greta • Gustav
Harper • Henny • Hinnic • Howerd • Igrin • Ilso • Inda
Irwen • Jacly • Jasper • Jinx • Johann • Keilee • Keera • Kagan
Konnor • Laina • Lindyn • Lockler • Longtooth • Masgood
Mint • Monca • Murty • Nail • Nan • Nigel • Nomi • Olaga
Omin • Orry • Oxley • Pattee • Phona • Pintin • Prewitt
Quay • Quentin • Quill • Quinella • Reece • Rhodia • Roric
Rose • Sarra • Selwin • Stasee • Sorin • Tammora • Thickfur
Timber • Tondric • Ulveny • Ulvid • Ummery • Urma • Vance
Vennic • Vittora • Vost • Wanda • Wettlecross • Whickam
Woodleaf • Xander • Xara • Xeelie • Xim • Yasmin • Yates
Yolenda • Yotterie • Zachrie • Zain • Zoic • Zola

Species

badger • beaver • bluejay • cat • fox • hawk • lizard • mouse
opossum • otter • owl • raccoon • rabbit • squirrel • wolf

Stats

Each playbook has five stats: Charm, Cunning, Finesse, Luck, and Might. Throughout the game, you'll be rolling 2 six-sided dice and adding these stats to determine the results of moves. So, the higher the stat, the more likely things will go in your favor for the associated moves.

CHARM measures how socially adept you are, how capable you are of bending other people to your will using words and ideas.

CUNNING measures how sharp-minded you are, how capable you are of noticing important details in people and places, and how capable you are of tricking others.

FINESSE measures how deft and dexterous you are, how capable you are of performing complicated or intricate tasks with your hands.

LUCK measures how...well...lucky you are, how capable you are of putting your fate into the hands of pure chance and coming out on top.

MIGHT measures how strong and tough you are, how capable you are of overpowering opponents or succeeding in tasks that require brute force.

Connections

PROTECTOR: When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.

PARTNER: You each mark 2 prestige with the faction you helped, and mark 2 notoriety with the faction you harmed. If you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.

WATCHER: When you **figure them out**, you can always ask "Are you telling the truth?", even on a miss.

FRIEND: When you help them, you can mark two exhaustion to give a +2, instead of one exhaustion for a +1.

PROFESSIONAL: If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they are **attempting roguish feats**, you gain choices on the help move as if you had marked two exhaustion when you mark one.

FAMILY: When you help them fulfill their nature, you both clear your exhaustion track.

Weapon Moves

To use a normal weapon move (Engage, Grapple, or Target) you must have a weapon or equivalent with the appropriate range. All vagabonds can use those three weapon moves.

To use a special weapon move, you must have both a weapon with the appropriate tag and the weapon skill. (For the Improvised Weapon move, you must just have access to usable materials.)

Engage Sword-to-Sword

When you **engage an enemy sword-to-sword at close range**, roll with Might. On a hit, trade harm. On a 10+, pick 3. On a 7–9, pick 1.

- ☞ You inflict serious harm.
- ☞ You suffer little harm.
- ☞ You shift your range to intimate or far.
- ☞ You impress, dismay, or frighten your foe.

Grapple an Enemy

When you **grapple with an enemy at intimate range**, roll with Might. On a 10+, you choose first, then they choose. On a 7–9, you choose simultaneously. Continue making choices until someone disengages or dies.

- ☞ You strike a fast blow; inflict injury.
- ☞ You wear them down; they mark exhaustion.
- ☞ You exploit weakness; mark exhaustion to inflict 2-injury.
- ☞ You withdraw; disengage to close range.

Target Someone

When you **target a vulnerable foe at far range**, roll with Finesse. On a hit, you inflict injury. On a 10+, you can strike again before they get to cover — inflict injury again — or keep your position hidden, your choice.

Special: Blind

When you **throw something to blind an opponent**, roll with Finesse. On a hit, you've impaired their vision and given yourself an opportunity. On a 10+, they have to take some time to clean out their eyes before they can see clearly again. On a 7–9, you have just a few moments.

Special: Cleave

When you **cleave armored foes at close range**, mark exhaustion and roll with Might. On a hit, you smash through their defenses and equipment; inflict 3-decay. On a 7–9, you overextend your weapon or yourself: mark decay or end up in a bad spot, your choice.

Special: Disarm

When you **target an opponent's weapon with your strikes**, roll with Finesse. On a hit, they have to mark two exhaustion or drop their weapon. On a 10+, they have to mark three exhaustion instead of two.

Special: Harry a Group

When you **harry a group of enemies at far range**, mark decay and roll with Cunning. On a 10+, both. On a 7–9, choose 1:

- ☞ They suffer morale harm.
- ☞ They are pinned or blocked.

Special: Improvise Weapon

When you **make a weapon out of improvised materials around you**, roll with Cunning. On a hit, you make a weapon; the GM will tell you its range tag and at least one other tag based on the materials you used. On a 7–9, the weapon also has a weakness tag.

Special: Murder

When you **try to murder a vulnerable NPC at intimate range**, roll with Cunning. On a hit, your foe dies. On a 10+, you remain hidden or clear a path for your allies, your choice.

Special: Parry

When you **try to parry the attacks of an enemy at close range**, mark exhaustion and roll with Finesse. On a hit, you consume their attention. On a 10+, pick 3. On a 7–9, pick 1.

- ☞ You inflict morale harm on them.
- ☞ You disarm your opponent.
- ☞ You don't suffer any harm.

Special: Quick Shot

When you **fire a snap shot at an enemy at close range**, roll with Luck. On a hit, inflict injury. On a 7–9, choose 1. On a 10+, choose 2.

- ☞ You don't mark decay.
- ☞ You don't mark exhaustion.
- ☞ You move quickly and change your position (and, if you choose, range).
- ☞ You keep your target at bay — they don't move.

Special: Trick Shot

When you **fire a clever shot designed to take advantage of the environment**, mark decay on your bow and roll with Finesse. On a 7–9, choose 2. On a 10+, choose 3.

- ☞ Your shot lands in any target of your choice within range, even if it's behind cover or hidden (inflicting injury or decay if appropriate).
- ☞ Your shot strikes a second available target of your choice.
- ☞ Your shot cuts something, breaks something, or knocks something over, your choice.
- ☞ Your shot distracts an opponent and provides an opportunity.

Special: Vicious Strike

When you **viciously strike an opponent where they are weak**, mark exhaustion and roll with Might. On a hit, they suffer serious harm. On a 10+, you get away with the strike. On a 7–9, they get a shot in as well.

Travel Moves

Whenever your group travels, time passes, and any applicable moves trigger.

When you travel from clearing to clearing along the established path, the band collectively marks exhaustion to represent how fast and determinedly they move along the path. If they, as a group, mark fewer exhaustion than the number of vagabonds in the group, they roll -1. If they mark equal exhaustion to the number of vagabonds, they roll +0. Each additional exhaustion marked adds +1 to the roll.

On a hit, you reach the next clearing in a timely fashion. On a 10+, the trip is largely uninterrupted and especially fast. On a 7–9, you encounter something noteworthy upon the path — signs of an incident or the remains of a fight in the larger war. On a miss, you are embroiled in the middle of a dangerous situation before you arrive.

When you travel into the forest, the band collectively marks decay to represent how many resources they expend on travel. If they, as a group, mark fewer decay than the number of vagabonds in the group, they roll -1. If they mark equal decay to the number of vagabonds, they roll +0. Each additional decay marked adds +1 to the roll.

On a hit, you pass into the forest and can make your way to any clearing on the other side. On a 10+, the transit is largely safe. On a 7–9, you run afoul of one of the myriad dangers of the forest — deal with it before you can continue. On a miss, something terrible follows you out of the forest and into the clearing where you leave.

Reputation Moves

Prestige refers to positive word about you. Notoriety refers to negative word about you. Your reputation is the actual score you have with any given faction, representing their overarching opinion and knowledge of you.

When you mark prestige, mark the next box on the positive (right) side of 0 on the appropriate faction's track.

When you mark enough boxes to reach (not pass, reach) the next highest positive number on the track, your reputation with that faction increases! Clear all prestige boxes on the track, and circle the next highest number up from your current reputation. If you had -2 reputation, you would circle -1; if you had +0 reputation, you would circle +1. Note that this means you need to mark 5 boxes to advance from -2 to -1, or from -1 to +0, or from +0 to +1 reputation, but you need to mark 10 boxes to advance from +1 to +2, and 15 boxes to advance from +2 to +3.

When you mark notoriety, mark the next box on the negative (left) side of 0 on the appropriate faction's track.

When you mark enough boxes to reach (not pass, reach), the next lowest negative number on the track, clear all notoriety boxes on the track and circle the next lowest number down from your current reputation. If you had +2 reputation, you would circle +1; if you had +0 reputation, you would circle -1. Note that this means you need to mark 3 boxes to drop from +3 to +2, from +2 to +1, from +1 to +0, or from +0 to -1, but you need to mark 6 boxes to drop from -1 to -2, and 9 boxes to drop from -2 to -3.

Each PC tracks reputation independently, and each PC tracks reputation for each faction independently of the others. In situations where multiple PCs' reputations are at stake, add them together (max +4, min -3).

When you ask for a reasonable favor based on your reputation, roll with Reputation with the appropriate faction. On a hit, they'll grant you what you want. On a 7–9, it costs your rep a bit; clear one prestige, or mark one notoriety, your choice. On a miss, they refuse and view you with suspicion; mark one notoriety.

When you meet with someone important for the first time, roll with Reputation for that faction. On a 10+, they've heard only good things, and are more likely to ally with you; take +1 ongoing to ask them for help, figure them out, or interact with them positively until you betray their trust. On a 7–9, they either don't know you, or what they've heard isn't especially bad or good. On a miss, they've heard stories about you and the things you've done, true or false — prepare for major complications.

Gamemaster Reference

Agendas

- ⌘ Make the Woodland seem large, alive, and real
- ⌘ Make the vagabonds' lives adventurous and important
- ⌘ Play to find out what happens

Principles

- ⌘ Describe the world like a living painting.
- ⌘ Address yourself to the characters, not the players.
- ⌘ Be a fan of the vagabonds.
- ⌘ Make your move but misdirect.
- ⌘ Sometimes, disclaim decision making.
- ⌘ Make the factions and their reach a constant presence.
- ⌘ Give denizens drives and fears.
- ⌘ Follow the ripples of every major action.
- ⌘ Remind them of their outcast status.
- ⌘ Bring danger to seemingly safe settings.

Moves

- ⌘ Inflict injury, exhaustion, decay, or morale (as established).
- ⌘ Reveal an unwelcome truth.
- ⌘ Show signs of an approaching threat.
- ⌘ Capture someone.
- ⌘ Put someone in a spot.
- ⌘ Disrupt plans and schemes.
- ⌘ Make them an offer to get their way.
- ⌘ Show them what a faction thinks of them.
- ⌘ Turn their move back on them.
- ⌘ Activate a downside of their background, reputation, or equipment.
- ⌘ After every move, "what do you do?"

If you get stuck...

Give them a carrot or a stick.

They're vagabonds — there's a good chance they'll seize on a dangled opportunity for profit, revenge, whatever fits their drives. But also, they're vagabonds — plenty of denizens mistrust them, and a knife at your throat is plenty good motivation to act.

Show a faction's fangs.

Every faction in the game can be threatening — even the denizens, if they want to. When the fangs come out, things start happening.

Target their reputations.

If they want to look like good guys, then threaten that with possible notoriety. If they don't mind being criminals, threaten that with someone who looks up to them.

NPCs and Harm

Creating NPCs

When you create a new NPC, give them a **name**, a **description** (including species), a job, and a **drive**.

When they get into a real fight or would mark harm, give them **harm tracks** and/or **attacks**.

Give them injury, exhaustion, decay, and morale harm tracks with at least 1 box and no more than 5 boxes in each track for a single character.

Choose their weapon, with a range (intimate, close, far) and an amount of harm that it deals (at least 1 injury or exhaustion, often more). A lethal weapon deals more injury, a tricky or tiring weapon deals more exhaustion, a bashing or breaking weapon deals more decay.

Groups of NPCs can be treated as mobs.

- **5-10 AVERAGE DENIZENS ARE A SMALL MOB:** 3 boxes of each harm type, deals x2 normal harm
- **10-20 AVERAGE DENIZENS ARE A MEDIUM MOB:** 5 boxes of each harm type, deals x3 normal harm
- **20+ AVERAGE DENIZENS ARE A LARGE MOB:** 7 boxes of each harm type, deals x4 normal harm

Names

Aimee • Alvin • Anders • Alyse • Bhea • Billi • Braden
Buford • Cesspyr • Cinder • Constance • Cloak • Dawna
Dewly • Doneel • Dugan • Ellaine • Emmie • Ewan
Edward • Flannera • Fog • Foster • Frink • Gemma
Golden • Greta • Gustav • Harper • Henny • Hinnic
Howerd • Igrin • Ilso • Inda • Irwen • Jacly • Jasper
Jinx • Johann • Keilee • Keera • Kagan • Konnor
Laina • Lindyn • Lockler • Longtooth • Masgood • Mint
Monca • Murty • Nail • Nan • Nigel • Nomi • Olaga
Omin • Orry • Oxley • Pattee • Phona • Pintin • Prewitt
Quay • Quentin • Quill • Quinella • Reece • Rhodia
Roric • Rose • Sarra • Selwin • Stasee • Sorin • Tammora
Thickfur • Timber • Tondric • Ulveny • Ulvid • Ummery
Urma • Vance • Vennic • Vittora • Vost • Wanda
Wettlecress • Whickam • Woodleaf • Xander • Xara
Xeelie • Xim • Yasmin • Yates • Yolenda
Yotterie • Zachrie • Zain • Zoic • Zola

Species

badger • beaver • bluejay • cat • fox
hawk • lizard • mouse • opossum • otter • owl
raccoon • rabbit • squirrel • wolf

Drives

to get revenge • to get rich • to make family safe
to make home safe • to gain power • to explore
to build something magnificent • to resist invaders
to defend the weak • to destroy an enemy • to wage war
to prove worth • to undermine a figure of power
to find comfort • to serve a higher cause • to escape
to negotiate peaceful resolutions • to survive at all costs
to earn social status and position • to take control
to exert power and authority on others • to lay waste

NPC Harm Tracks

Here are some pre-planned harm tracks you can use for your NPCs, depending upon who and what exactly they are.

1 INJURY, 1 EXHAUSTION, 1 DECAY, 1 MORALE

Pretty standard. Default to this for any given denizen. Remember, multiple denizens in a group can add up their tracks, so just multiply this track by 3 for a small group, 5 for a medium group, or 7 for a large group.

3 INJURY, 2 EXHAUSTION, 3 DECAY, 2 MORALE

A brute or a bruiser. A real threat to any individual vagabond, and even tough enough to threaten the band.

1 INJURY, 2 EXHAUSTION, 1 DECAY, 3 MORALE

A leader, not a fighter. Someone more likely to be in charge, and not to try to fight on their own.

2 INJURY, 2 EXHAUSTION, 3 DECAY, 3 MORALE

A lieutenant, committed to serving another's cause.

5 INJURY, 5 EXHAUSTION, 2 DECAY, 4 MORALE

A bear.

NPC Attacks

Here are a few possible weapons and attacks NPCs can use against the vagabonds:

STANDARD BLADE: 1 injury.

LARGE BLADE OR AXE, WIELDED WITH STRENGTH: 2 injury.

TRICKY WEAPON, LIKE A WHIP: 1 injury, 1 exhaustion.

HEAVY WEAPON, LIKE A HUGE TWO-HANDED HAMMER: 1 injury, 1 decay.

WIELDED BY A SKILLED AND CUNNING FIGHTER: +1 exhaustion.

WIELDED BY A POWERFUL AND MIGHTY FIGHTER: +1 injury.

AIMING TO HARM ONLY EQUIPMENT: convert all harm to decay, +1 decay.

Inflicting Harm

As the GM, you inflict harm whenever it fits the fiction, as one of your moves. This means that if a vagabond goes through an exhausting experience, you should inflict exhaustion on them, usually 1 or 2. If a vagabond's equipment would be damaged by trying to scrape through a tight space in a castle wall, you might inflict 1 or 2 decay on them. If a vagabond jumps from a tree, 40 feet from the ground, you might say that the BEST case scenario after trusting fate — the result of a 10+ — is marking 1 injury, because it's just too high.

Inflicting harm isn't a punishment, and it isn't a stick to discourage action — it's a way to stay true to the fiction, to make the Woodland seem real, to highlight the consequences of the vagabonds' actions in a way that honors their choices. If a vagabond can jump 40 feet without risking injury, then the Woodland loses its drama.