THE ROGUE BACKGROUND ☐ Military ☐ Outlaw ☐ Monastic ☐ Privileged

☐ Urban ■ Wilderness

DEMEANOR

☐ Acerbic ☐ Joking

☐ Sly ■ Extreme

☐ Cynical ☐ Wild

FIGHTING STYLE:

YOUR TRAINING













STATUSES

Doomed Impaired Trapped Stunned

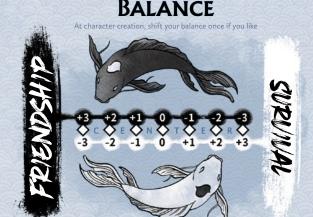
Empowered
Favored
Inspired
Prepared

☐ Prepared

STATS Add +1 to one stat

CREATIVITY [+1] FOCUS [0] HARMONY [-1] PASSION [+1]

FATIGUE <XXXXX



CONDITIONS

-2 to intimidate and call someone out

☐ ANGRY

-2 to guide and comfort and assess a situation

☐ GUILTY

-2 to push your luck and +2 to deny a callout

☐ INSECURE

-2 to trick and resist shifting your balance

☐ TROUBLED

-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

BAD HABITS

You've picked up some bad habits over the years. Most other people are pretty set on trying to get you to stop. But maybe you can bring your friends along for the ride... Choose 4 bad habits you indulge:

- ☐ Casual thievery and pickpocketing
- Vandalism or sabotage
- □ Trespassing
- Daredevil stunts
- ☐ "Charming" insults of dangerous people
- ☐ Cons
- ☐ Rabble-rousing
- ☐ Gambling

Any necessary skills or talents related to your bad habits are considered to be part of your background.

When you indulge a bad habit on your own, shift your balance toward Survival, and roll with Survival. On a hit, you pull it off and vent your frustrations; clear fatigue or conditions equal to your Survival (minimum o). If you have no fatigue or conditions, mark growth. On a 10+, you also gain a windfall, a boon or opportunity—your bad habits paid off this time. On a miss, you're caught by someone dangerous or powerful, and they complicate your life.

When you indulge a bad habit with a friend, shift your balance toward Friendship, and roll with Friendship. On a hit, you and your friend pull it off and grow closer; each of you makes the other *Inspired*. On a 10+, you also obtain some useful resource or information, and become Prepared. On a miss, something goes terribly awry; you can either take the heat yourself, or shift your Balance twice toward Survival and leave your friend in the lurch.

CHOOSE TWO

□ ROGUISH CHARM

When you plead with an NPC or guide and comfort someone by flattering them and empathizing with them, mark 1-fatigue to roll with CREATIVITY instead of HARMONY.

☐ SLIPPERY EEL-HOUND

When you defend and maneuver and choose to use Seize a Position to escape the scene, foes must mark an additional 2-fatigue to stop you, and you may bring any allies within reach when you retreat.

☐ YOU'RE NOT MY MASTER!

When you resist an NPC shifting your balance, roll +2 instead of +o.

☐ CASING THE JOINT

When you assess a situation, add these questions to the list. You may always ask one extra question from these options, even on a miss.

- · What here is most valuable or interesting
- Who or what is most vulnerable to me?
- Who here is in control/wealthiest/has the most power?

☐ IS THAT THE BEST YOU GOT?

When you goad or provoke an NPC into foolhardy action, say what you want them to do and roll with PASSION. On a 10+, they do it. On a 7-9, they can choose 1 instead:

- They do it, but more intensely than expected—you're taken off guard.
- They do it, but more carefully than expected—they gain an advantage against
- They don't do it, but they embarrass themselves—they mark a condition.
- They don't do it, but only catch themself at the last minute—they stumble and give you an opportunity.

On a miss, they are provoked to take harsh action, directly against you, in a way you're ill-prepared to counter.

YOUR CHARACTER	FIGHTING TECHNIQUES	
LOOK:	SWEEP THE LEG	LO DO MO
	ADVANCE & ATTACK	L⊗ P⊗ M⊗
HOME TOWN:	You attack where an enemy is weakest or most off-balance; if your foe has a total of 3 or more fatigue and conditions marked, inflict 2-fatigue. If your foe has fewer than 3 total fatigue and conditions marked, inflict 2-fatigue, but you must 1-mark fatigue as well.	
HISTORY		
 How did you come to feel that the only way to survive was to break the rules? 		
• Who kept trying to reach a kind hand out towards you, only to	NAME: □ DEFEND & MANEUVER □ ADVANCE & ATTACK □ EVADE & OBSERVE	LOPOMO
be rebuffed? Who was ready to do anything to break you of your bad habits?	DEFEND O MANEUVER DADVANCE O ALTACK DEVADE O OBSERVE	
• What is your favorite possession that you stole, swiped, or otherwise acquired illegitimately?		
Why are you committed to this group or purpose?		
Connections		
is waaaaay too uptight, too trapped in		
themselves; they need to break some rules!	NAME: □ DEFEND & MANEUVER □ ADVANCE & ATTACK □ EVADE & OBSERVE	LOPOMO
	Commence of the control of the contr	
is amazing and I hope they like me; maybe they're worth playing it straight?		
⊕ MOMENT OF BALANCE ⊕		
You learned early on that you had to do what you needed	NAME:	LOPOMO
to survive, and that sometimes that meant you lost friends.	□ DEFEND & MANEUVER □ ADVANCE & ATTACK □ EVADE & OBSERVE	
Now, you find a new balance: rule-breaking isn't something that just drives people away—it's something you can use		
constructively, with your friends! Tell the GM how you lead your companions to break all the rules and accomplish an		
incredible feat.		
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CLEARING CONDITIONS Afraid: run from danger or difficulty.	NAME: □ DEFEND & MANEUVER □ ADVANCE & ATTACK □ EVADE & OBSERVE	LOPOMO
• Angry: break something important or lash out at a friend.	DEFEND & MANEUVER DADVANCE & ATTACK DEVADE & OBSERVE	
 Guilty: make a personal sacrifice to absolve your guilt. Insecure: take foolhardy action without talking to your companions. 		
• Troubled: seek guidance from a mentor or powerful figure.		
GROWTH QUESTION	NAME:	LOPOMO
At the end of each session, answer this question with the other growth questions:	□ DEFEND & MANEUVER □ ADVANCE & ATTACK □ EVADE & OBSERVE	2010110
 Did you get a friend to join in or approve of one of your bad habits? 		L
GROWTH ADVANCEMENTS		
Take a new move from your playbook	<u></u>	
Take a new move from another playbook \square Raise a stat by +1 (maximum of +2 in any given stat)		100010
Shift your center one step □□ Unlock your Moment of Balance □□	NAME: □ DEFEND & MANEUVER □ ADVANCE & ATTACK □ EVADE & OBSERVE	LOPOMO
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