

NAME

LOOK

Human : Vash, Robin, Brenden, Godberd, Montfort
 Elven : Abbott, Salimous, Llethel, Slailious
 Halfling : Hodekin, Kinmont, Vattous, Willkire

Judging Eyes, Warm Eyes, Brooding Eyes
 Starved Body, Athletic Body, Scar Covered
 Traveling Robes, Dirty Armor, Bare Chested
 Long Dirty Hair, Crew Cut, Helmeted

ASSIGN THESE SCORES TO YOVR STATS : 16 (+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

STRENGTH <input type="checkbox"/> WEAK ~1	DEXTERITY <input type="checkbox"/> SHAKY ~1	CONSTITUTION <input type="checkbox"/> SICK ~1	INTELLIGENCE <input type="checkbox"/> STUNNED ~1	WISDOM <input type="checkbox"/> CONFUSED ~1	CHARISMA <input type="checkbox"/> SCARRED ~1
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Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

DAMAGE

D8

ARMOR

HP

Max HP is 6 + Con

ALIGNMENT

- Good** : Save someone from the legal 'Justice' system
- Chaotic** : Exploit someone's over-reliance on society.
- Evil** : Kill or cripple an agent of the law.

STARTING MOVES

Made of Mutiny :

You've sworn to fight a powerful, established government, _____.

Your goal (choose one) :

- Slay the ruler, _____
- Free the people of _____, a major province
- Find, rescue, and seat upon the throne the rightful king, _____.

Your dedication gives you boons, but at a cost. Select up to three boons:

- Senses that pierce lies
- Freedom from thirst and hunger
- Liberty from any restraint that seeks to hold you
- No need to sleep

The GM will assign as many restrictions as you chose boons :

- Your cause is just. To stay so, you may not lie
- Your cause is liberating. To stay so, you may not issue commands of others.
- Your cause is critical. Thus, no one in your way may be permitted to live.
- Your cause will bring salvation. You must help those who ask it of you.
- Your cause will return things to the way they should be. You may not steal.

Enemy of the State: When fighting, evading, lying to, or subverting agents of your hated government, take +1 ongoing.

Stench of the Subjugation : You can sense the presence of lawful people and creatures out to 30 feet, or when you look upon them.

Blending Into the Crowd : You can hide in any crowd of at least half a dozen people. Even from people who know your face.

RACE

- Human** : You benefit from your Enemy of the State bonus when dealing with agents of **any** government.
- Elven** : You can not be tracked in woods or forests.
- Halfling** : Gain the Thief's 'Flexible Morals' move. When someone tries to detect your alignment you can tell them any alignment you like.

BONDS

_____ needs to be put in their place
 I trust the heart, but not their mind, of _____.
 _____ is an asset and I must have them swear loyalty to my cause.
 _____ is too committed to the status quo.



THE REBEL

LEVEL XP

GEAR

Your Load is **9** + STR. You start with Dungeon Rations (5 uses, 1 weight) and Adventuring Gear (5 uses, 1 weight).

Choose your weapon :

Short Sword (Close, 1 Weight) and shield (+1 Armor, 2 Weight)

Hollow Dagger (Hand, 1 Weight) and Oil of Tagit (3 uses, Target falls into light sleep)

Choose your armor :

Leather Armor (1 Armor, Worn, 1 Weight)

Stolen Scale Mail (2 Armor, Worn, 3 Weight)

ADVANCED MOVES

When you gain a level from **2-5** choose from these moves.

Master Plans (WIS)

When things are going poorly for you and you laugh, announcing how the enemy has fallen into your cunning trap, Roll + WIS. On a 10+ your plan comes through. On a 7-9 there are complications, but the core plan holds solid.

Leader of Men

When you have time to search out worthy souls you can convince a pair of people to follow you on your quest. Treat them mechanically as loyal hirelings, except without the need for payment. You are responsible for their survival.... and their actions.

Scrounger (WIS)

When you need something and don't have it on hand, Roll + WIS. On a 10+ you find and acquire with it in almost no time. On a 7-9 it'll take a while to find or it will cost you. The GM will tell you how.

With Me or Against Me (CHA)

If you declare your mutinous goal to someone Roll+CHA. On a hit they must choose one of the following options :

- Promise to support your ongoing efforts.
- Provide the thing you most immediately seek of them.
- Attack you, here and now

On a 10+ they must choose one option. Regardless of what they pick you take +1 forward on rolls concerning them.

Sociable

Write a new bond.

Armed and Dangerous

When you damage an agent of your hated government (or, for a human, any government) you deal an extra D6 damage.

Armored

Ignore the clumsy tag of any armor you wear.

Brothers in Arms

The first time a player character swears to help you on your mission to fight your hated government you both mark experience. After that point take +1 forward whenever either of you stands in Defense of the other or makes a roll which uses your Bonds as a modifier.

When you gain a level from **6-10** choose from these moves or from the **2-5** list.

Liberator

When you free someone from oppression choose one :

- They give you their most prized possession.
- They spread tales of your heroism. Mark experience.
- They agree to follow you, helping out for a while.
- They secure you a safe place nearby when in hostile territory.
- They provide a potentially useful rumor.

Wanted

The Authorities want you, desperately. They'll go well out of their way to avoid killing you. When dealing with the oppressed you may use tales of your ongoing struggle as leverage during Parley. When dealing with agents of a government you may offer to surrender as leverage to Parley.

Overexposed

When you take damage, anyone who has sworn to aid you in your fight against your hated government deals +1d4 damage and gains +1 forward against the enemy that struck you.

By Any Means Necessary

Take a move from the Thief move list.

Acceptable Hypocrisy

Ignore one of the restrictions the GM selected for you during character creation.

Strategic and Tactical Thinking (WIS)

When studying a fortification or military encampment Roll + WIS. On a 10+ ask the GM three questions from this list. On a 7-9 ask one.

- What is the easiest way for a few people to enter it?
- How long can it sustain itself if besieged?
- Who of import dwells within?
- What kind of attack is most likely to succeed in taking it?

Ambush Master

When you launch an attack or join a fight unexpectedly your first blow always lands. If circumstances require a Hack and Slash or a Volley roll treat a miss as a 7-9. Do not roll damage, just use the highest value you could have rolled.

Endless Commitment

Choose another boon from the 'Made of Mutiny' list. Do not take a new restriction.