

## DESCRIPTION

## ASPECTS

*main concept*

*what sets you apart, your trouble*

*something a little special? a problem?*

*a talent? roots? a special technique?*

*a weapon or tool? an organization?*

## STRESS & CONSEQUENCES

1	2	3
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2	<i>mild</i>
4	<i>moderate</i>
6	<i>severe</i>

## APPROACHES

POWERFUL

CAREFUL

SWIFT

SMART

SNEAKY

CHARMING

## NOTES

## GEAR

## REFRESH

## NAME



*the*  
*rogue*

FATE  
POINTS

## ROGUE MOVES

Take one at the start of the game.

Take another when you hit a personal milestone, but not more than one per session:

- Important assassination or theft
  - Explored or looted in the Eternal City/Wild
- 

○ SILVER TONGUE - when I am sneaky in my conversation, I get a +2

○ CONNECTIONS, CONNECTIONS - when I am in any urban environment, I can find a connection for a little favor, once per session

○ LIKE BROTHERS - when I am in any urban environment, I can find an old friend, and ask a big favor. It will cost something though, and only once per session

○ F...ING WILD - as long as I meaningfully vent my haste for the Wild, I can remove one stress during a scene, once per session

○ ALWAYS READY - once per session I can invoke an aspect for free (no fate point) if it's somehow related to my rogue equipment

○ TRICKS OF THE TRADE - take a single magic sphere and enough Wicked Silver for 2 spells per session

Sphere:

Uses this session:

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## ADVANCEMENTS

When you fulfill a requirement and take a new Rogue Move, you can also (pick one):

- \* Switch the score of two approaches
- \* Change an aspect that is not the main one
- \* Change one Rogue Move for another Rogue Move
- \* Take a new Rogue Move but reduce your refresh of one

## MISSION MOVES

Take one at the start of the game.

Take another when you hit a milestone for your mission, not more than one per session:

- Do something sneaky with the hero
  - Save the hero or something precious of them
- 

○ SWIFT AS A SNAKE - as long as my action is swift, I can declare I will go first in a fight, once per session

○ YOU DIDN'T SEE IT COMING - as long as my attack is swift, I can make another attack in the same turn, after the regular one, but at the end of the turn, and only once per session

○ YOU DIDN'T SEE IT, AGAIN - as above, but another time in the same fight (and only in the same fight)

○ LITTLE SECRETS - for a fate point I can invoke a secret hideout, or an old rogue friend, or a stock of resources. To our great advantage but I can invoke each only once

○ NO ONE SAW US - when I hide successfully I can hide someone else with me

○ SILVER AND GOLD - once per session, when I invoke an aspect about money, I get my fate point back at the end of the scene

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## ADVANCEMENTS

When you fulfill a requirement and take a new Mission Move, you can also (pick one):

- \* Increase the score of an approach by one
- \* Do an advancement of the Rogue Moves
- \* Clear a consequence that you had for at least an entire session, and describe how
- \* Take another Mission Move but reduce your refresh by one

## DARK THREAT MOVES

Take one at the start of the game.

Take another when you hit a milestone against the dark threat, not more than one per session:

- Selfishly damage the group and make amend
  - Get hurt (consequence of 4+) for the hero
- 

○ MY INTEREST FIRST - once per session if I leave the group for a selfish reason or no apparent reason, I come back with +1 fate point, but start the next scene with 1 stress

○ NO FOOL - when I resist something, I get a +2 if I pretend to fall for it and I am sneaky in my reaction

○ NOT JUST SMART - when invoking this trait with one fate point, I can roll for a spell using another approach other than smart

○ STEALTHY BLADE - when I inflict harm with a sneak attack, I inflict for one shift more, but only in the first attack

○ BLADES AND POISON - when I poison my blades, I inflict 1 harm more for the entire fight, but only once per session

○ WEAKNESSES, WEAKNESSES - once per session, when I create an aspect about an enemy weakness, it gives +3 and not just +2, to anyone invoking it

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- \* Increase the score of an approach by one
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- \* Increase your refresh by one (you can spend it, but only now, for a Move of any group)
- \* Take another Dark Threat Move but reduce your refresh by one

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## MAKE YOUR ROGUE

As the Rogue, you will be dragged into the adventure perhaps against your will, maybe forced by debts or troubles, or by a mysterious feeling that is pushing you to help the clueless hero. Perhaps the hero needs your protection against the stupid honesty of those like the wise or the guardian. Perhaps there will be something to gain, here.

But in the end, you're going to with them; and you'll do what you can to keep them alive in spite of their efforts to die a honorable death. Select your playbook (female or male, they're the same, just with a different illustration) and begin the creation process.

ASPECTS: when you pick **your first aspect** (the main concept of your character) you should give it a clearly roguish, outlaw and badass feel. For example, valid aspects would be:

- \* the sneakiest thief in town
- \* a wanderer bard of hidden talents
- \* an assassin working for the highest bidder
- \* outlaw minding only his own business
- \* the apprentice of the dead Silver Hand guild

When you select **your second aspect**, here is where you make a twist. This aspect contains not just something about your rogue, but also something about the dark threat that you will oppose.

It is important that this aspect sets you apart from any other rogue: you are going to follow the hero, and the others, in their mad quest against the Dark Threat. Why would you do it if you're that selfish? Note that you might go unwillingly, but you should go.

This aspect can evolve later on, if your quest demands it. Use rules for advancements for that.

Examples for the second aspect:

- \* a special connection to the hero
- \* these idiots really need my help
- \* a secret dream of a better, honest life
- \* seeking revenge against the evil Dark Threat

This aspect, even if you don't decline it as a problem, **will nevertheless be a problem**. This is the cause for your participation in the mission against the Dark Threat, the reason to be with the others, what will force you to leave your previous, roguish life.

For your third, fourth and fifth aspect you can basically select rather freely, **but you must** (if you didn't already) give a minimum of a background to your character (for example if he lived in the Eternal City, or wandering in the territory of the Seven Nations, connections to guilds, orders of thieves and assassins...).

If you think the first and second aspect do not give the GM enough to work with **to compel your character**, go ahead and select now as your third aspect something a little special, that sets you apart from those like you; a problem, something that doesn't quite fit (and that would be an issue even without the dark threat and your destiny to fight against it). If you give nothing to the GM to compel, you reduce your chances of gaining fate points.

For the fourth and fifth aspects consider some special talent (or a sphere of magic) your character has, or maybe a special piece of gear, a unique weapon or fighting technique, or also a connection to an organization, or something about your roots.

At the start you must define the first and second aspect, and you can freely add the other three **during the game**.

Give your APPROACHES the following values (distribute them as you want but swift must be at +1 or more and careful not more than +1):

**+2, +2, +1, +1, 0, -1**

You can give the scores now, or define them freely **during the game** when you use them. At the start, select one move for each of the sections.

You start with a standard REFRESH of three, and with three MOVES.

Moves, as described also in the playbook, are taken one from each of the three columns. As for the aspects, you can make up your own moves (stunts), as long as the GM approves them, not just stick to the suggestions.

And as for aspects and scores of approaches, you can decide what to take also **during the game** if you didn't pick all three at the start.

ADVANCEMENTS: during the game, but **not more than once per session**, you can add a new Move, if you have fulfilled one of the requirements.

- \* Read the requirements as quite restrictive, not as an fast way to empower your character
- \* If you fulfill more than one per session, pick the one less likely to repeat, and mark that one
- \* You can mark only one per session, not one for every group
- \* You can take one and only one new move per session, not more
- \* Finally, when you take a new move, you also make also one **and only one** of the other advancements that are available in the given section

## ONE PAGE RULES SUMMARY

For EVERY ACTION, such as: Create an advantage, Overcome, Attack and/or defend, roll 2D6, a white one and a black one.

SUBTRACT BLACK FROM WHITE for a result between -5 and +5.

Add the score of the RELEVANT APPROACH.

Add the score of all RELEVANT MOVES (stunts) if applicable.

TARGET NUMBERS are typically:

- 1 for trivial
- +1 for fair
- +3 for serious
- +5 for hard
- +7 for epic

To improve your result:

- \* INVOKE AN ASPECT (of your character, of the situation, etc.) for one fate point: add +2

- \* THE SAME ASPECT can be invoked only once per roll, unless from a success with style

- \* GET SOME HELP: +1 for every character helping

- \* CREATE AN ADVANTAGE with a separate action before the main roll, or use a previously created advantage: +2 for every advantage

### FATE POINTS

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Start every session with a number of Fate Points equal to your Refresh. If you had more from the previous session, keep that number.

- \* spend a fate point to invoke an aspect
- \* spend a fate point to determine a fact in fiction, at your advantage
- \* gain a fate point for accepting a compel for an aspect at your disadvantage
- \* gain a fate point for conceding a conflict, and a fate point for each consequence suffered

### CREATE AN ADVANTAGE

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FAIL: create or discover no aspect; the GM creates an aspect against you with a free invoc.; an existing aspect turns against you with a free invoc.; success at hard price

TIE: create or discover the aspect, but it's just a boost; or an existing aspect get a free invoc.

SUCCESS: create or discover the aspect with a free invoc.; add a free invoc. to an existing one

WITH STYLE: create or discover the aspect with two free invoc.; add two free invoc. to an existing one. Invoke twice in the same roll

### OVERCOME

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FAIL: success at hard price; or just fail

TIE: success at minor cost

SUCCESS: accomplish your goal

WITH STYLE: accomplish and gain a boost

### ATTACK/DEFEND

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FAIL: suffer harm for missing shifts; if only defending the GM also gains a boost

TIE: inflict one harm or gain a boost, and the same for the GM against you

SUCCESS: inflict your harm for shifts or defend completely

WITH STYLE: inflict your harm for shifts or one less to gain a boost or two less to create an aspect with a free invoc.; if defending only you create a boost

An ASPECT remains and can be invoked again by paying a fate point.

A BOOST goes away after its invocation.

A SUCCESS WITH STYLE is 3 shifts or more.

A TIE is like 0 shifts.

### CHALLENGES

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Proceed roll by roll. On a tie or success, move to the next step. On a success with style, take a boost (+2) to the next step.

A failure might compromise the full challenge.

### CONTESTS

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Compete but not in a conflict; without harm.

In every turn, each one rolls the appropriate overcome action. The highest result gets one victory; two victories if it was a success with style - with three or more shifts. A tie will cause a twist to be introduced by the GM.

The contest ends at three victories.

### CONFLICTS

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Action order:

- \* physical: Swift; tie-break w/Sneaky, Powerful
- \* non-physical: Smart; Charming, Careful
- \* characters go before NPCs and monsters if they attack first; otherwise the GM goes first

In your turn:

- \* Move of one zone without obstacles for free
- \* Take one or two simple actions
- \* Make an action that requires a roll
- \* Defend once for free (without bonus)

In your turn you can make one action w/roll:

- \* Create an advantage
- \* Overcome an obstacle; incl. moving of more than one Zone or to a near Zone w/obstacles
- \* Attack one, or go full defense (+2)