

# The Rogue

NAME: **Kai**



## YOUR TRAINING



### FIGHTING STYLE:

**Stealthy**

### STATUSES

POSITIVE

- ☐ Empowered
- ☐ Favored
- ☐ Inspired
- ☐ Prepared

NEGATIVE

- ☐ Doomed
- ☐ Impaired
- ☐ Trapped
- ☐ Stunned

## STATS

Add +1 to one stat

- 2** CREATIVITY
- 0** FOCUS
- 1** HARMONY
- 1** PASSION

## FATIGUE



## BALANCE

At character creation, shift your balance once if you like



## CONDITIONS

### ☐ AFRAID

-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

## NOTES

- **Past:** Kai was a member of the Cult of Vaatu and participated in dark rituals. Without desire or talent, worship gave him a purpose. He participated in the search for Wan Shi Tong, seeking the secret to bring Vaatu back. It was during this time that he was present during the memory loss while fighting the guardians.
- **Physique:** A man of average appearance, with a face hardened by life. His hair is black and slightly tousled, with a nascent beard. A tattoo of the Cult of Vaatu on the shoulder.
- **Personality:** Kai is suspicious, both of others and of himself. At the same time, he is adventurous and takes a lot of risks.
- **Pockets:** 2 throwing knives made from a single piece of metal, a crumpled note "Meet me at Dawn".
- **Bedroom:** None.

## BAD HABITS

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 0). 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.

## MOVES

### ☒ 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.

### ☒ 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 to me?
- Who or what is most vulnerable to me?
- Who here is in control/wealthiest/has the most power?

## FIGHTING TECHNIQUES

### SWEEP THE LEG

ADVANCE & ATTACK

L ⊗ P ⊗ M ⊗

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.

### PARRY

DEFEND AND MANEUVER



Stop a foe's attack before it connects. Choose a foe who used **advance and attack** this exchange; during **advance and attack**, mark fatigue—1-for-1—to cancel an attack they use against you after they pay the costs.