

歹徒

THE ROGUE



# THE ROGUE

*The Rogue is a rule-breaker, a joker, a delinquent—a figure on the fringes who snipes at the people in charge. Play the Rogue if you like the idea of being a troublemaker.*

Troublemaking, lonely, attention-seeking, selfish. The Rogue is an outsider and a miscreant, whatever their background or training might be. If they're from a Privileged or Military upbringing, they might look like a different kind of delinquent than one from an Outlaw or Urban background...but in either case, they're known as a troublemaker even among their own people. Someone with an Outlaw background might be stereotyped as being a criminal by people from other backgrounds, but a Rogue with an Outlaw background is trouble even for other criminals.

The Rogue became such a scoundrel and rulebreaker out of a need to survive. Something in their circumstances and background threatened their life, perhaps outright, perhaps metaphorically. For some Rogues, they became rulebreakers because they needed food; for others, they became rulebreakers because life threatened to drain them of personality or hope or will. Whatever the case, they didn't just start causing trouble for the heck of it—or rather, causing trouble for the heck of it helped them survive in the first place.

## STARTING STATS

Creativity +1, Focus 0, Harmony -1, Passion +1

## DEMEANOR OPTIONS

Acerbic, Joking, Cynical, Sly, Extreme, Wild

## 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 be rebuffed?
- Who was ready to do anything to break you of your bad habits?
- 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!
- \_\_\_\_\_ 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 to survive, and that sometimes that meant you lost friends. 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.

## PRINCIPLES



### FRIENDSHIP VS SURVIVAL



The Rogue's principles represent their struggle with their habits, formed out of a need to survive, and their desire not to drive others away with the same bad habits. The Rogue's principle of Survival is their drive and need to selfishly make it through difficulties alive—but not necessarily well, or triumphantly. They grew whatever defenses and strategies they needed to make it through bad times mostly intact, but their defenses and strategies often left others out in the cold, and tended not to produce constructive results. A Rogue acting on Survival isn't trying to win a fight; they're desperately trying to survive it, at any cost. A Rogue with a high Survival is self-centered, but practically impossible to destroy.

The Rogue's principle of Friendship, however, represents their desire to actually form bonds over their desire to simply survive. Surviving at all costs includes the cost of most relationships, and the Rogue is aware of this tragedy. Committing to Friendship means deciding that maybe connections with their companions matter more than just avoiding harm. A Rogue with a high Friendship is willing to turn their hard-won survival skills and strategies to the task of helping their friends.

The Rogue finds a new way to combine these two principles in their Moment of Balance. In their Moment of Balance, the Rogue realizes that protecting their friends is a way to survive, too—that protecting the people they care about protects the Rogue, as well. The Rogue breaks all the rules, but does it to help others, and thereby helps themselves.

## ⊕ 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:

- |  |   |   |
|--|---|---|
| <input type="checkbox"/> Casual thievery and pickpocketing | <input type="checkbox"/> Trespassing                            | <input type="checkbox"/> Cons           |
| <input type="checkbox"/> Vandalism or sabotage             | <input type="checkbox"/> Daredevil stunts                       | <input type="checkbox"/> Rabble-raising |
|  | <input type="checkbox"/> "Charming" insults of dangerous people | <input type="checkbox"/> 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 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.

## THE ROGUE'S BAD HABITS AND MOVES

The Rogue has picked up some **bad habits** over the years. These habits were part of the Rogue's need to survive, but now they tend to cause trouble as much as they help. Whatever four bad habits you pick, remember that you have all the skills necessary to be adept at those things, no matter your background and training—a privileged, military Rogue is still a fantastic thief if they choose "Casual thievery and pickpocketing."

The Rogue can pursue bad habits to vent, to clear fatigue and conditions... but only if the Rogue pursues their bad habits alone. When you "clear fatigue or conditions equal to your Survival," you split the total amount of conditions and fatigue between them however you choose. Remember that if you have nothing to clear, you mark growth, but you can't choose to clear nothing and mark growth if you have any fatigue or conditions marked. On a 10+, the GM decides what your windfall looks like.

If you pursue your bad habits with a friend, however, you can become *Inspired*, or even *Prepared* (if you roll a 10+). Remember that becoming *Prepared* on a 10+ is in addition to becoming *Inspired*. In either case, make sure you describe what you and your friend are actually doing together—to do it, you have to do it! You have to actually indulge your bad habits to trigger the move! On a miss, you choose whether you leave your friend in the lurch or take the heat yourself, and then the GM will tell you exactly what happens—but if you take the heat yourself, you give your friend a chance to get away clean, and if you choose to leave them in the lurch, you escape from consequences...for now.

## MOVES 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.

### 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 you.
- They don't do it, but they embarrass themselves—they mark a condition.
- They don't do it, but only catch themselves 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.

### YOU'RE NOT MY MASTER!

When you **resist an NPC shifting your balance**, roll +2 instead of +0.

### CASING THE JOINT

When you **assess a situation**, add these questions to the list. You may always ask one 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?

## MOVES ADVICE

For **Roguish Charm**, the GM is the final arbiter of whether or not what you say is flattering or empathetic enough—whoever you're **pleading with** or **guiding and comforting** has to really feel you fawning over them for the move to trigger.

For **Slippery Eel-Hound**, the increased cost that your opponents must pay only applies if you are using **Seize a Position** to escape the scene. Similarly, you can only bring allies with you if you are escaping the scene. If you do bring allies with you, you don't need to pay any additional cost, but your foe can still block the entire escape attempt by paying 3-fatigue.

For **Is That the Best You Got?**, this move essentially replaces **trick an NPC** for these situations. Crucially, though, this only works to goad or provoke an NPC. If you're lying or using deception outright, then this move doesn't trigger; it requires you to insult or otherwise play on an NPC's insecurities and emotions to work.

For **You're Not My Master!**, you get the bonus any time you **resist an NPC shifting your balance**, in all circumstances.

For **Casing the Joint**, the extra question you get to ask, even on a miss, must come from the questions associated with this move. Remember that you still get +1 ongoing when acting on the answers!

## SWEEP THE LEG

### ADVANCE & ATTACK

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 mark fatigue as well.

For **Sweep the Leg**, the Rogue's playbook advanced technique, the primary advantage is that you can be sure you inflict 2-fatigue, without paying any special cost, as long as your opponent has three total fatigue and conditions marked. Otherwise, this technique allows you to essentially attack a second time beyond your once-per-exchange use of **Strike** if you roll a 10+ on **advance and attack**.

## GROWTH QUESTION

Did you get a friend to join in or approve of one of your bad habits?

The Rogue's growth question is all about sharing their bad habits with new friends. If the bad habit becomes a way to bond with others, then the Rogue can grow and learn to change.

