
The Knight



Name

Background

A noble protector with a tragic past.

As a child of two members of the Queen's Guard, you grew up with a strong sense of right and wrong. Your parents taught you the values of heroism, courage, and gallantry, that a life well led is one that serves the greater good. However, one dark night on the eve of your fifteenth birthday, your city was invaded by a neighbouring country. Many lives were lost that night, including those of your parents. Upon claiming the throne, the new ruler also preached the values of acting for the greater good. Hearing the message your parents taught you come from the mouth of your enemy shook your values to the core.

You escaped the city with a group of orphans, and became a strong and noble protector of the weaker ones. Since then, you have come to realise that there is no such thing as a greater good, only the weak and the strong. You have vowed to use your strength to protect the weak, and you harbour a deep resentment of those who use their might to oppress.

Drives

- ★ **Protective:** Defend vulnerable people.
- ★ **Courageous:** Perform daring acts of bravery.
- ★ **Strong:** Help the weak by using your strength.

Abilities



Toughness 3.



Agility 2.



Smarts 2.



Wits 1.



Max Health 17.

Current Health:



Max Resolve 8.

Current Resolve:



Gear

Resplendent Armour

A finely crafted suit of armour, made of the strongest steel and intricately decorated.

After an opponent makes a successful Attack against you, you may spend 1 Resolve to reduce the Damage by 2.



Notes

The Fighter



Name

Background

A rough'n'tough croc-punching bruiser.

Growing up in the swamp was never easy. You've been wrestling gators and fist-fighting with snakes since you were a baby. You learned quickly that the only real way to gain respect from the other mire-dwellers was by a show of might. You've spent years training, fighting, and brawling to become the best, and, from the evidence of your bulging muscles, it's clear that you've earned that title.

Once you became the gator-wrestling champ in your local region, you thirsted for more. Cracking crocs just wasn't giving you the satisfaction it used to: you needed bigger fish to beat the crap out of. So, when an adventuring party strolled through your corner of the marsh, you offered your services as a brute and signed up for a life on the road, helping those in need of a big strong toughie who uses their fists to save the day!

Drives

- ★ **Bruiser:** Help someone out using your fists.
- ★ **Show-off:** Impress others with your strength.
- ★ **Ambitious:** Bite off more than you can chew.

Abilities



Toughness 3.



Agility 2.



Smarts 1.



Wits 1.



Max Health 20.

Current Health:



Max Resolve 10.

Current Resolve:



Gear

Gatortooth Helmet

A formidable helmet fashioned out of an alligator, cautioning crocodilians against its wearer's might.

After you make a successful Attack in which you spent Resolve to increase your Toughness, inflict an additional 2 Damage.



Notes

The Scout



Name

Background

A mysterious child of the shadows.

Abandoned on the steps of a remote monastery as a baby, you never knew true family growing up. The monks begrudgingly took care of you, but as you matured, you were often left to your own devices. You spent your childhood exploring the hidden passages of the church, spying on the acolytes, and stalking the graveyard. Given the monks made it clear that you were to stay out of sight, you learned the art of stealth; your footsteps betrayed barely a whisper on the stone.

Once you were old enough to leave your wretched childhood behind, you travelled to the nearest city and approached the wealthy members of high society to offer your services as a spy. You made a profit from reporting the illicit affairs and backroom dealing that you witnessed from out of view. When the opportunity to become part of a travelling band of adventurers arrived, you couldn't resist the call to a new beginning that would take you far from the sordid secrets of nobles and your lonely life in the shadows.

Drives

- ★ **Sneaky:** Skulk around undetected.
- ★ **Chancer:** Bluff your way out of a situation.
- ★ **Resourceful:** Find an inventive way to solve a problem.

Abilities



Toughness 1.



Agility 3.



Smarts 2.



Wits 2.



Max Health 14.

Current Health:



Max Resolve 8.

Current Resolve:



Gear

Silken Cloak

A long black cloak with a wide hood that envelops you whole and helps you hide in the shadows.

Increase your Agility score by 1 when making a Test to avoid detection.



Notes

The Witch



Name

Background

A kindly herbalist with a new lease of life.

You've lived most of your long life in a ramshackle hut deep in the forest. You loved foraging for magical ingredients and communing with the forest animals. You've always seen yourself as one of the 'good' witches. Sadly, not everyone felt the same way.

Some folk from a nearby town got it into their heads that you were brewing a poison to serve at their annual harvest festival, while you'd actually been working long and hard on a delicious, hearty stew that you had hoped would wow them all. This misunderstanding snowballed quickly and, before you knew it, the townsfolk were burning down your lovely hut with their torches, raising their awful pitchforks in the air in triumph.

Since then, the only safe course of action left to you has been to keep the company of brave and protective adventurers. Now, the road is your home, and you're taking this new chapter of your life in your stride as best you can.

Drives

- ★ **Earthy:** Enjoy nature to its fullest.
- ★ **Kind:** Look after others, especially the animals.
- ★ **Trusting:** Give others the benefit of the doubt.

Abilities



Toughness 1.



Agility 2.



Smarts 3.



Wits 3.



Max Health 14.

Current Health:



Max Resolve 7.

Current Resolve:



Gear

Staff of the Glen

A magical staff that can produce light and perform minor magical tricks, such as creating a small breeze, chilling or warming a plate of food, or making a small illusion the size of a character's hand. The size of the illusion scales with the size of the caster.

Sleep Spell

Choose a target at a near distance and make a Smarts Attack. If successful, the target goes to sleep for the next minute. In a Conflict, the target is too alert to fall asleep, and instead misses their next turn because of drowsiness.

Uses: 1.

Uses left:

Resets between Chapters.



Notes

The Trickster



Name

Background

A talented con artist with a quick wit.

A life in the circus has taught you all sorts of marvellous skills, and once you were old enough to decide what your talent was to be, you chose card tricks. You'd run all sorts of clever cons at your table, flipping and shuffling the cards so fast that your hands were a blur, the words from your mouth running a mile a minute. Nobody could keep up with your fabulous con! That is, until you took a wealthy local landowner a little too far for his money and he caused an almighty stink about it.

The circus had no choice but to leave you behind when they left town, and for your own protection from the landowner's goons, you joined up with a band of adventurers who were travelling the other way. Since then, you've come to love being on the road, and your fabulous gift of the gab has got you and your party out of some seriously sticky situations!

Drives

- ★ **Nimble:** Put your skilled hands to good use.
- ★ **Cunning:** Execute a clever con or deception.
- ★ **Flamboyant:** Perform with circus-like showmanship.

Abilities



Toughness 2.



Agility 2.



Smarts 2.



Wits 2.



Max Health 10.

Current Health:



Max Resolve 10.

Current Resolve:



Gear

Trick Deck of Cards

A simple deck of cards that have been gently folded to make shuffling them smoother, with various minute points of damage done to the edge of each card. Someone well versed in this pack's quirks will be able to tell which card is which from their backs with ease.

Silver Rapier

A thin, light, sharp-pointed sword with a decorative handle and very little sign of use.

Successful Attacks using this item inflict an additional 1 Damage.



Notes

The Daredevil



Name

Background

A swift and determined fighter.

Growing up on the streets, you needed quick wits and even quicker feet to get by. Your family had very little, and you would often dream of a hero who would come to save you from your impoverished existence.

Once you were old enough to handle a broom, you went to work at the local garrison as a sweeper, regularly cleaning the training gym. There you saw the martial arts master, a strict yet temperate teacher who taught the guards swift and precise ways to take down any opponent. You were fascinated. You would sneak in early to watch, and as you swept the floors you would practise what you'd seen. One day the master found you practising, but instead of scolding you, he took you under his wing and trained you in secret.

Today, you are adept in acrobatics and martial arts, and everything you do feeds the goal of becoming the type of hero you long ago wished would save you.

Drives

- ★ **Calm:** Face a challenge with your emotion in control.
- ★ **Swift:** Act quickly and decisively.
- ★ **Heroic:** Save someone in need of a hero.

Abilities



Toughness 1.



Agility 3.



Smarts 1.



Wits 2.



Max Health 15.

Current Health:



Max Resolve 10.

Current Resolve:



Gear

Slingshot

A simple ranged weapon used for hurling stones or other small projectiles.

Successful Attacks using this item inflict an additional 1 Damage.

Uses: 10.

Uses left:



Notes

Rules Reference

Stats

Abilities



Toughness represents physical strength and durability: lift or push something heavy; grapple a bear; punch a foe.



Agility represents physical speed and reflexes: sneak past someone; balance on a wall; dodge a falling tree; shoot something in the distance.



Smarts represents intellect and learned knowledge: remember old stories; work with machinery; resist mental attacks; use magic.



Wits represents insight, instinct and quick thinking: interrogate a suspect; notice tracks; find secrets; flirt with a stranger.



Health

The amount of Damage a character can take before they fall unconscious.



Resolve

Pushing Resolve

Before each Test, a character can spend Resolve to increase their Ability score for that Test. Increase the level by 1 for each Resolve spent, to a maximum of 4.

Gaining Resolve

When a Protagonist takes a major action in pursuit of one of their Drives, mark that Drive and gain 1 Resolve if they succeed or 2 Resolve if they fail. A Protagonist can mark each of their Drives only once per Chapter. A Protagonist's Resolve can never go above its starting value.

Last Stand

Once in each game, a Protagonist can reduce their Resolve to 0 before a Test. In this instance, do not roll the dice, but count the result as 13. This will put the Protagonist in Serious Danger.




Tests

To make a test, roll three d6. After rolling, remove one d6 according to the character's Tested Ability. Add the results on the remaining d6 together and compare the total to the Test's Difficulty. If the result is equal to or greater than the Difficulty, the Test succeeds; if it is lower, it fails.

Each Ability has a score from 1 to 4:


- 1: Remove the d6 with the **highest value**.
- 2: Remove the d6 with the **middle value**.
- 3: Remove the d6 with the **lowest value**.
- 4: Do not remove a d6; **keep all three dice**.

ABILITY LEVEL 1


$$1 + 2 + \cancel{6} = 4$$

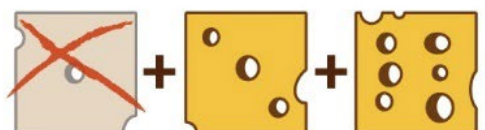
REMOVE HIGHEST VALUE

ABILITY LEVEL 2


$$1 + \cancel{3} + 3 = 7$$

REMOVE MIDDLE VALUE

ABILITY LEVEL 3


$$\cancel{1} + 2 + 6 = 9$$

REMOVE LOWEST VALUE

ABILITY LEVEL 4


$$1 + 2 + 7 = 10$$

KEEP ALL DICE

Protagonists can support another Protagonist's Test if it makes sense to do so, such as helping them push a car. When they do, add 1 to the acting character's Ability score for each supporting Protagonist. The supporting Protagonist will also be affected by any negative consequences if the Test fails.

The GM may decide to adjust the difficulty of a Test. If circumstances affect a character, the GM can adjust their Ability score up or down by 1 or 2. If the world of the story is affected, the GM can adjust the Difficulty up or down by 1, 2, or 3.



Conflict

When two or more characters are in Conflict, they will simultaneously Test to take an action. Whoever gets the highest result succeeds.

An Attack is when one character takes an action in order to harm another character. During Attacks, both characters Test the same Ability.

When Attacking, it doesn't matter which character is taking the action: either character can potentially get hurt. When making an Attack, subtract the lower Test result from the higher Test result. The character who rolled the lower result takes that much Damage. If there is a tie, both characters take 1 Damage.



Serious Danger

If a Protagonist's Health or Resolve is reduced to 0, they fall unconscious and cannot take actions until another character revives them. If this happens during Conflict, the unconscious Protagonist loses 1 Health or Resolve (whichever is remaining) on each of their turns, until another character takes an action to stabilise them. At this point, they no longer lose Health or Resolve, but they cannot act until they are revived.

A character dies if their Health and Resolve both reach 0.