



The FOX

Instinct

(Mark experience at the end of the expedition if you followed your instinct, or struggled with it.)

- Conscience:** To feel guilty, to try to do right.
- Freedom:** To chafe against rules, expectations and obligations.
- Comfort:** To enjoy yourself and avoid hardship.
- Prestige:** To build a name for yourself by impressing others.
- Trickery:** To deceive, misdirect, out-think.
- _____

MOTIVATION

(Choose one to explain why you have come to the Westernmost Isle.)

Beyond Reach

You never quite learned how to follow society's rules, which means it was always tough for you to fit in among less... colourful people.

But recently your unique lifestyle finally caught up with you, and you faced a simple choice: get your come-uppance back in the Grasslands; or sneak away in the night, run to where the long arm of the law can't reach you, and make a new life out here – one where you can write the rules yourself, or tear them up if you prefer.

Guess which option you chose?

- ◆ Take either the Burgle or the Light Fingers move.
- ◆ Take either burglar tools or a secret stash as an additional special possession (total 3).

Opportunist

You always picked things up quickly: reading and numbers, sure, but more. Hide and seek. Throwing stones. Climbing. Fighting. Sneaking. Whatever you tried, you were good at it – as good as anyone else, if not better.

Sure, you got a reputation for bending the rules, but why play if you don't play to win? Seizing opportunities is what you do best of all. And often they're opportunities that nobody else sees.

Like the Westernmost Isle. Your ancestors turned and fled, seeing only danger... but you look at this place and see only opportunity.

- ◆ When you Seek Insight, roll +Int rather than +Wis. To the list of possible questions, add 'What opportunity does nobody else see?'

Operative

Why are you here? That's for you to know, and others to only guess at. You know have your contacts, you have your patrons, you have your friends in high places. And at least one of them is really very interested indeed in your expedition – so you have your orders, too.

- ◆ With the GM, privately discuss the details of one or more patrons back in the Grasslands who are sponsoring your expeditions here. Decide why they are so interested, what they will pay you for if you return, and what special equipment or information they gave you to help in your mission. During the campaign, the GM will weave your patron into the story.

Armour

Hit points

Max 16

Level

Experience

(Deduct your armour from each damage roll against you. If you ever have 0 hit points, you are at The Last Door.)

(Level Up when you have experience equal to 6 + twice your current level. Spend 2 surplus experience to Boost a roll by +1.)

(Assign +2, +2, +1, 0, 0, -1.)



Weakened (-1 Str & Dex)

Dazed (-1 Int & Wis)

Miserable (-1 Con & Cha)

MOVES (You start with Ambush or Skill At Arms; Danger Sense or Perception; and one more of your choice.)

All In The Wrist

You always have a few small throwing blades on you. The blades don't take up space in your inventory and you don't need to track ammo.

Ambush

When you attack someone up close and they don't see it coming, you can deal damage without a roll, or you can choose to roll +Dex. On 10+, deal your damage and pick 2. On 7-9, deal your damage and pick 1:

- ◆ Deal +1d4 damage
- ◆ Stop them from making a noise or raising the alarm
- ◆ Slip away before they can react
- ◆ Create an opportunity for yourself or an ally (you or they have advantage in their next move to act on it)

Cheap Shot (level 6+)

When you Ambush with a small hand weapon or a precise weapon, you have advantage on your damage roll.

Second Intent (level 6+)

When you Defend and spend a readiness token to strike back at an attacker, also pick 1 from the Ambush list.

Burgle

When you break into a place or thing, roll +Int. On a 10+, you're in, but pick 1. On a 7-9, you're in, but pick 2:

- ◆ It took a fair bit of time or effort
- ◆ You made a lot of noise
- ◆ You broke something on your way in
- ◆ You had to use up 1d4 small items (say what)

Catlike

When you carry a light load and move with care, you make no noise at all. When you keep still in shadows or darkness, you remain unseen until you draw attention to yourself, move positions, or attack.

Dabbling 1 (level 2+)

Take a move of your choice from the Heavy, Marshal, Ranger or Seeker playbook (not Improved Stat or Superior Stat).

Dabbling 2 (level 2+)

Take another move of your choice from the Heavy, Marshal, Ranger or Seeker playbook (not Improved Stat or Superior Stat).

Dabbling 3 (level 2+)

Take another move of your choice from the Heavy, Marshal, Ranger or Seeker playbook (not Improved Stat or Superior Stat).

Danger Sense

You can always ask the GM, 'Is there an ambush or trap here?'. If they say yes, roll +Int. On 10+, ask both questions. On 7-9, pick 1:

- ◆ What will trigger it?
- ◆ What will happen once it's triggered?

On a 6 or less, nothing bad happens just yet, but you know it's coming. Don't mark experience.

Eye On The Door (level 6+)

When you and your allies need to get out of here, name your escape route and roll +Int. On 10+, you're gone. On 7-9, you can choose to stay or go, but the GM will tell you what (or who) you will leave behind or take with you if you choose to go.

Free Running

When you carry a light load and move with speed and grace, gain advantage on any move to surmount or bypass a physical obstacle.

Improved Stat 1

Increase one of your stats by 1, to a maximum of +2.

Improved Stat 2

Increase one of your stats by 1, to a maximum of +2.

Superior Stat (level 6+)

Increase one of your stats by 1, to a maximum of +3.

○ Irresistible

When you interact with someone, ask their player (or the GM, for NPCs) if they find you attractive, and get an honest answer, usually yes.

When you Persuade using your considerable charms as leverage, you have advantage.

○ Laugh At Danger

When you are about to roll +Con and you make a joke about the adversity you face, roll +Cha instead.

○ Light Fingers

When you perform sleight of hand on an unwary mark, you succeed and no-one's the wiser. If you're being watched, roll +Dex. On 10+, you succeed and no one's the wiser; on 7-9, you succeed *or* no-one's the wiser (your choice).

○ Pants On Fire (level 6+)

When you Defy Danger, Persuade or Interfere by being deceitful, you have advantage.

When another move (like Seek Insight) allows a player to ask you a question, you can opt not to answer.

○ Perceptive

When you Seek Insight, you can ask one extra question. Even on a 6 or less, you can still ask one question, but you might not like how you learn the answer.

○ Rapier Wit

When you pierce an NPC's pride with a well-placed quip, they must choose 1:

- ◆ Spend a few moments fuming, sputtering, or controlling their temper
- ◆ Stoop to your level and respond in kind
- ◆ Attack, doing +1d4 damage if they hit, but also giving you advantage on your next roll against them

○ Skill At Arms

When you Clash while wielding a spear, sword or staff, you can roll +Dex instead of +Str.

○ Parry And Riposte

When you Defend with a spear, sword or staff, or any precise weapon, you can spend a single readiness token to simultaneously halve an attack's effects or damage and strike back (dealing damage with disadvantage), instead of spending a token for each.

○ Battle Dance (level 6+)

When you Clash with a spear, sword or staff, or any precise weapon, on 12+ you deal your damage, avoid your enemy's attack, and impress, embarrass or overawe your foes.

○ Silver-Tongued

When you use words to avoid suspicion or trouble, roll +Cha. On 10+, take 3 nerve tokens. On 7-9, take 1 nerve token.

Spend 1 nerve token to:

- ◆ move about or manoeuvre unchallenged
- ◆ withstand direct scrutiny or questioning
- ◆ redirect suspicion or attention elsewhere

When you enter a new situation, discard any remaining nerve tokens.

○ Under Your Skin

When you engage an NPC in conversation, pick 1 to ask the GM and get an honest answer:

- ◆ What are they expecting me to do?
- ◆ In general, what are they trying to hide?
- ◆ What do they want to happen?

○ Silver-Tongued

When you use words to avoid suspicion or trouble, roll +Cha. On 10+, take 3 nerve tokens. On 7-9, take 1 nerve token.

○ Slippery

When you roll to escape being caught or controlled, treat 6 or less as 7-9. On 12+, say how you turn the tables or use the circumstances to your advantage.

GEAR (Between expeditions, gear is kept at camp and available to anyone, except your personal possessions. At the start of an expedition, choose what to take, or mark Undefined and decide later.)

Weapons

- Dagger
- Hatchet
- Hammer
- Maul
- Staff
- Short spear
- Long spear
- Bow and arrows
(ammo: low all out)
- Extra arrows (ammo:
 plenty low all out)
- Shield
(+1 armour, bonus when you Defend)

Personal possessions

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Survival

- Supplies (uses: ○○○○)
- More supplies (uses:
○○○○)
- Even more supplies
(uses: ○○○○)
(Use supplies to Make Camp or Recover.)
- Mess kit
(requires fire and water; each use of
supplies counts for 4 people)
- Bedroll
(recover +1d6 when you Make Camp)
- Blanket
- 10m rope
- Cloak
- Change of clothes
- Shovel
- Snow-shoes
- Sledge
- Torch
(lasts about an hour)
- Oil lamp (hours: ○○○)
- Firewood
(lasts one full night)
- Thick hides
(1 armour, keeps you warm)

Others

- Undefined
(Mark at the start, then use Have What You Need during the expedition.)
- Pocket items
(Each allows you to mark up to 3 ○.)
- awk
- bowstring
- chalk
- charcoal
- clay jar
- cloth
- cord
- cup
- extra socks
- gloves
- knife
- little box
- needle and thread
- sack
- sawdust
- sling
- tallow
- tinderbox
- waterskin
- whetstone
- whisky
- whistle
- _____
- _____
- _____
- _____
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- _____
- _____

(You can carry up to 9 . 0-3 = light, quick and quiet. 4-6 = normal. 7-9 = heavy, noisy, loud, slow, quick to tire.)

Special gear (Choose 2 to always be available.)

When you prepare for an expedition, you can choose from the regular gear list available to everyone, but you can also choose any of your special gear. Items not marked with in the list below are free to carry, so you can always choose to have them with you.

- Burglar's kit:** picks, files, snippers, wire, crowbar, saws, lantern, grappling hook, etc.
- Carpenter's tools:** chisels, files, nails, pitch, crowbar, saws, barrel, etc.
- Distillery:** skins of fine whisky (uses: ○○), copper tubes, pair of whisky glasses, malt, barrel, etc.
- Exotic goods:** small quantities of salt, glass, silk, spices, herbs, pigments, ivory, etc.
- Mummer's kit:** juggling balls, whirlybird seeds, ribbons, bells, puppets, musical instrument, etc.
- Scribe's kit:** parchment, ink, pigments, vials, quills, notebook, etc.
- Secret stash:** you can produce a handful of valuable jewels or coins (uses: ○○).
- _____

(discuss with GM)