

NAME \_\_\_\_\_

**NOTICE** ● ● ● ● ● ● ● ● ● ●

**THINK** ● ● ● ● ● ● ● ● ● ●

**REACT** ● ● ● ● ● ● ● ● ● ●

**WITHSTAND** ● ● ● ● ● ● ● ● ● ●

REACTIONS

I'M A \_\_\_\_\_ (PERSONALITY)

\_\_\_\_\_ (ARCHETYPE)

WHO \_\_\_\_\_ (QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

ACTIONS

AIM ● ● ● ● ● ● ● ● ● ●

CONVINCE ● ● ● ● ● ● ● ● ● ●

FORCE ● ● ● ● ● ● ● ● ● ●

IMPROVISE ● ● ● ● ● ● ● ● ● ●

INVESTIGATE ● ● ● ● ● ● ● ● ● ●

RUSH ● ● ● ● ● ● ● ● ● ●

SNEAK ● ● ● ● ● ● ● ● ● ●

CREATING A SCOUNDREL

**Choose a Personality.** Sum up your personality in a word or two.

**Pick a Quirk.** Come up with something unique, funny, or special about yourself.

**Choose your Motive.** Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

**Choose your Fear.** Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

**Actions and Reactions.** Gain +1 to any three Actions or Reactions of your choice.

**Everything Else.** Fill out every box that doesn't have a star for higher levels.

LEVELING UP

**Level:** ● ● ● ● ● ● ● ● ● ●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT

Gain +1 to two different Actions or Reactions of your choice.

APPEARANCE

**I LOOK LIKE:** \_\_\_\_\_

**I'M USUALLY WEARING:** \_\_\_\_\_

**I'M ALWAYS CARRYING:** \_\_\_\_\_

**RACE**  Dragonborn,  Dwarf,  Elf,  Gnome,  Halfling,  Human,  Mousefolk,  Tiefling,  \_\_\_\_\_

WEAPON

You use Standard Weapons. What do you keep concealed on your person? Choose one more:

- Dagger. (use Aim, +1 die when undetected [1/Scene])
- Brass Knuckles. (use Force, +1 die against people [1/Scene])
- Hunting Bow. (use Aim, +1 die when far [1/Scene])
- Sap. (use Force, +1 die when undetected [1/Scene])
- Shortsword. (use Aim, +1 die against supernatural [1/Scene])

I STARTED OUT PICKING POCKETS, BUT NOW I'M...

What's your criminal racket? Choose one or defer this choice until narratively appropriate:

- BREAKING KNEECAPS.** Somebody's got to send a message. You gain +1 to Force. (1/Scene)
- A CONTRACT KILLER.** Pays pretty well. You gain +1 to Aim. (1/Scene)
- A "LEGITIMATE BUSINESSMAN."** Want to buy a potion? You gain +1 to Convince. (1/Scene)
- STILL A PICKPOCKET.** It's hard out there. You gain +1 to Sneak. (1/Scene)
- \_\_\_\_\_ +1 to Improve. (1/Scene)

CONNECTION

Choose one for another player.

- I literally robbed them recently. Did they see your face?
- There's bad blood between us. What happened?
- I owe them money. For what?
- We used to date. Why did you break up?
- \_\_\_\_\_

# BLOOD ON THE LENS

## SCOUNDREL

You're looking to make a quick buck. Maybe you're a petty thief, hired muscle for organized crime, or a low-dealing huckster. You can talk your way through a lot, but when will your lies catch up to you?

MOTIVE

FEAR

NOTES

PRONOUNS: /

**GET OUT OF DODGE.** When you succeed on a React roll, you can move.

**FROM THE SHADOWS.** You gain Advantage (+2 dice) when you make a Weapon roll against a target that hasn't detected you. These dice can exceed the maximum of five. (1/Scene)

**FLEET FEET, NIMBLE FINGERS.** You gain +1 to your choice of Aim, Rush, or Sneak.

**BACKSTAB.** If a target that is Close to you moves away, you can make a Weapon roll against it. (1/Scene)

**THE ONE LINE I WILL NEVER CROSS.** There's no honor among thieves, but that doesn't mean nothing is sacred. What's the one thing you will never do, the line you won't cross?

