

Rebel

Name: _____

What Do You Look Like?



Armor



HP

Inventory

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

Gear: ○ ○ ○

STR

DEX

CON

INT

WIS

CHA



Damage

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- **On a 12+**, you do it perfectly, with some additional benefit.
- **On a 10-11**, you do it perfectly.
- **On a 7-9**, you do it, but with some cost or complication.
- **On a 6-**, you fail to do it, with some additional negative consequence.

Rebel Moves

When you attempt to recruit members to The Cause, offer them a reason and roll+CHA. On a 10+, mark two Members. On a 7-9, mark one.

When you call upon The Cause, choose a Member, unmark them as they complete their action, then roll+CHA. On a 7-9, choose 1. On a 6-, choose neither.

- Their action draws the attention of the wrong kind of witnesses.
- They have to lay low and cannot be marked or called on for the rest of the session.

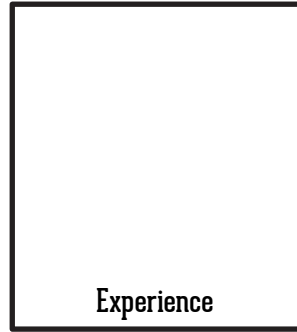
Members of The Cause

- Saboteur*: Destroy a small location or vehicle, or badly damage a building.
- Spy*: Ask the GM a question about a location, person, or object. They will tell you two truths and a lie in return.
- Scapegoat*: Make a scene and draw attention away from you.
- Killer*: 1d6 damage to a target in sight. 1d8 if they are distracted or their guard is down.
- Firebrand*: Rally an angry crowd. They aren't necessarily on your side.
- Tumbler*: Gain entry to a location you do not have access to.
- Circle*: They know "just the right person" that you need right now.
- Fence*: Gives you one adventuring item, then empties your bubbles at no cost.
- _____
- _____

Experience

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Rebel Advancement list.



Rebel Advancements

[You get one per level.]

- Beloved*: Gain +1 Charisma.
- Street Smarts*: Gain +1 Wisdom.
- Book Smarts*: Gain +1 Intelligence.
- Traveled*: Take an advancement from another class (choose a cool one, not an attribute bonus).
- Popular*: You start each session with 1d3 Members marked.
- Adaptable*: Create a new Member to The Cause.
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- Rally*: **When you give an inspiring speech before action**, you and your allies heal 1 HP per member marked and take +1 to next result.
- Loner*: **When you have no Members marked**, you have +1 armor.
- Martyr*: **When you would go to 0 HP**, you instead unmark all of your Members and stay at 1 HP. You may do this a number of times per session equal to your level.
- Retribution*: **When you attack the enemy of your Cause**, you roll 2d6 for damage and take the higher roll.

Or work with the GM to come up with something cooler!

Other Stuff

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

Character Creation

[The GM will help you out.]

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!