

The Fool

You don't really understand why your companions make you sleep on the other side of the camp, or why they all shout "No!" when you go to investigate some curious thing. You're not sure if the big one has forgiven you for tripping them while they were fighting that huge beast yesterday. And you keep meaning to ask the one with the oily grin why they keep calling you 'scapegoat'.

You mean well, or you have grand designs, but nothing seems to go right. Disaster seems to follow you around, things often break or don't work right when you touch them, and people always seem either irritated or amused by you. There are a lot of things you don't understand, but you don't mind. you'll just keep stumbling through, and everything will turn out fine!

...probably.

Name

Choose one or write your own:

Gervais, Legume, Phaidin, Flynn, Angelo, Felix, Romeo, Eldon, Jeong, Emerson, Ricky, Eric, Brian, Chapman, Gil, Jones, Cleese, Spike, Peter, Vicas, Simon, Jack,

Look

Vague Eyes, Laughing Eyes, Confused Eyes
Pretty Face, Goofy Face, Smiling Face
Fancy Clothes, Raggedy Clothes, Impractical Clothes

Drive

What drives you to continually tempt fate? Choose 1:

Amends

make amends to someone for a terrible mistake you made in your past that hurt a lot of people.

Ambition

Act unwisely to acquire wealth, or power.

Validation

Prove to someone that you have some redeeming quality.

Foible

Nothing ever works how you intend, choose the source of your misfortune:

Cursed

Someone cursed you out of revenge. You may always use your leaving and taking your bad luck with you as leverage for Parlay.

Thoughtless

You never really think your actions through and just react with the first idea that comes to your head. Problem is, it's usually the worst idea. When you **act without thinking**, you gain 1 extra Calamity regardless of what happens.

Ineptitude

You're a consummate bungler and a buffoon. You may act intelligently or with good intentions, but your execution is always terrible. Whenever a **plan or idea you come up with fails**, you gain 1 extra Calamity.

Bonds

Fill in the name of one of your companions in at least one:

_____ thinks I'm useless. I'll prove them wrong!

_____ Doesn't understand the depth of my genius.

I hope _____ doesn't find out what I did.

_____ likes having me around. I Wonder what "Scapegoat" means?

Gear

Your load is 6+Str. You start with a homemade Staff (close, reach, 1 weight) and a Personal Feast. (Ration, 1 use, 1 weight)

Choose 3:

- Magical white rose.
- Bag of trinkets. (5 uses, 1 weight, mark 1 use when you need a specific unusual item.)
- Strange puzzle. toy (unknown use, 1 weight)
- Juggling clubs. (Near, close, 2 weight, 3 ammo)
- Deck of Tarot cards. (1 weight)
- 23 Coin.

Starting Moves

Fool's Fortune

When you **gain Calamity**, fill on an empty box on one of the below options. (If all boxes are full, you lose the Calamity) When **an option has all the boxes filled**, you may empty all of the boxes for that option to use it once.

Choose 1 less or 1 more from the list of choices on any Fool move

Give +1 to someone else's roll.

☐☐☐☐ Shift the result of any roll, yours or an ally's, from a 6- to a 7-9, or a 7-9 to a 10+.

Out of your Depth

When you **attempt a task beyond your capabilities**, roll+Cha. *On a 10+, it kinda works! choose 2, *On a 7-9, it seems ok... choose 1:

- You gain 1 Calamity.
- No-one will know it was you.
- You didn't cause permanent damage.
- Someone else is initially implicated.

Get Lost

When you **try to find your way through somewhere that isn't an obvious, direct route**, roll+Int. *On a 10+, you got there! choose 2. *On a 7-9, this looks like the place, choose 1:

- You gain 1 Calamity.
- It didn't take too long.
- You're not getting pursued.
- You accidentally found an interesting secret!

Gullible

When you **believe someone you should question**, roll+Wis. *On a 10+, choose 2. *On a 7-9, choose 1:

- You gain 1 Calamity.
- They assume you are more competent or important than you are.
- You gain access to somewhere or something you shouldn't.
- You don't lose something important.

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Don't Touch That

When you **try to operate a device or machine of magical or mundane nature**, roll+Int. *On a 10+, it was pretty good! Choose 2. *On a 7-9, it wasn't too disastrous, choose 2:

- You gain 1 Calamity.
- You didn't break it or something else.
- You didn't put a friend in danger.
- It did what it is supposed to do.

Comedian

When **your antics make someone laugh**, gain 1 Calamity.

Uncommon Sense

When you **give seemingly nonsensical or inappropriate opinion or advice**, roll+Wis. *On a 10+, hold 2. On a *7-9, hold 1. When your uncommon sense can be interpreted to apply to a situation, you may spend hold, 1 for 1, on the following:

- You gain 1 calamity.
- An ally takes +1 to the situation your uncommon wisdom applies to.
- Someone of your choice is baffled, hesitates or laughs.

Foolproof

When you **devise or contribute to a plan**, roll+Int. *On a 10+, you stay on task and think it through, choose 2. *On a 7-9, well, it seems to be going ok, choose 1. *On a miss, you prove no plan survives contact with you.

- You gain 1 Calamity.
- You don't let news of the plan slip to someone you shouldn't.
- You don't get distracted or preoccupied at a crucial moment.
- A fatal flaw in the plan doesn't get exposed.

Pity the Fool

When **your actions cause you embarrassment or shame**, roll+Cha. *On a 10+ someone takes pity on you and helps you somehow without asking for anything. *On a 7-9 you may use their pity as leverage for Parlay.

Out of the Frying Pan...

Whenever you **roll a miss**, you gain 1 Calamity.

Lucky Break

Add this option to Fool's Fortune:

- Add an extra D6 damage to another player's attack.

Miss Information

Add this option to Fool's Fortune:

- Ask one question from Discern Realities, The GM will tell you one truth and one lie.

Murphy's Law

When **your careless or ill conceived actions escalate into greater mishap**, roll+Cha. On a 10+, hold 2. On a 7-9, hold 1. Spend hold, 1 for 1, on the following:

- Something explodes or is smashed.
- You discover an alternate route.
- Someone is distracted by a conspicuous noise.

The Fool's Journey

On any Perilous Journey you join, You will always encounter a strange, new person or creature who will offer you an interesting challenge with an unusual reward.

Wildcard, Witches!

When you **reveal an act of sabotage you unwisely committed earlier**, you may reassign up to 3 calamity from one option in Fool's Fortune to any other option.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves:

Unconventional Wisdom

Requires: Uncommon Sense

When you **give your special kind of advice**, you gain 1 extra hold, even on a miss. In addition, add this option to the list for Uncommon Sense:

- You gain something useful.

...Into the Fire

Replaces: Out of the Frying Pan...

Whenever you **roll a miss**, you gain 2 Calamity.

Miss Fortune

Requires: Miss Information

Add this option to Fool's Fortune:

Your bad luck is contagious! Nominate a person or creature. You and your allies take +1 ongoing against them until they dispel the bad luck.

Slapstick

Requires: Lucky Break

Add this option to Fool's Fortune:

Add an extra D8 damage to another player's attack.

Joker Wild

Replaces: Wildcard, Witches!

When you **reveal an act of sabotage you unwisely committed earlier**, you may reassign up to 5 calamity from one option in Fool's Fortune to any other option.

Guileless

Choose 1 extra option when you roll Gullible, even on a miss.

Short Cut

Choose 1 extra option when you roll Get Lost, even on a miss.

What could go wrong?

Requires: Foolproof

Choose 1 extra option when you roll Foolproof, even on a miss.