



They don't understand real struggle. They have their duels, their stories, their riches and fame. But you know what it is to struggle against an overwhelming force and come out on top. You are the revolutionary, the rebel, the uprising.

Some of them care about gods, others care about glory, but you are the practical application of all their prayers and all their hopes. Without you they would lack mission, purpose, and relevance to the common man.

Let your moral compass guide you and may you never cower from change. Long live the revolution!

Names

Elf: Astrel, Delwyn, Keliana, Amarra, Sistan, Pedell, Melliandre, Dagel

Human: Baldrin, Leah, Dunkin, Willem, Edwyn, Florhem, Seraphine, Ramon

Halfling: Hamish, Stark, Pounce, Cap, Teem, Steph, Copper

Look

Choose one for each:

Bitter Eyes, Fiery Eyes, or Sad Eyes

Cropped Hair, Wild Hair, or Stylish Cap

Finery, Traveling Clothes, or Poor Clothes

Fit Body, Small Body, or Thin Body

Stats

Your maximum HP is 8+Constitution.

Your base damage is d8.

The Cause

You are connected to the underbelly of the nation and your commitment keeps you strong. The uprising has roots everywhere. You call upon these connections to provide you with certain benefits, but they come at a price. Work with your GM to provide the details of your Cause.

Select two boons you receive from The Cause:

- * The Cause provides you with all your basic needs. You never need to mark a ration, nor are you ever caught sleeping.
- * You command great respect. You always have leverage for a Parley provided the target speaks.
- * The Cause keeps you young. You are immune to debilities and disease and you don't seem to age.
- * You are well traveled, you can speak (to some degree) almost any language.
- * The Cause keeps you clear headed, you are Invulnerable to enchantment

Select the obligation placed upon you by your Cause:

- * Crusade (required: sway others to your Cause)
- * Secrecy (required: hide the identity of your Cause at all costs)
- * Victory (required: overthrow enemies of your Cause)
- * Sacrifice (required: give items of power over to your Cause)

If a significant amount of time passes without a sincere attempt to fulfill your obligation, take -1 ongoing until you are back in your patron's good graces.

Hidden in Plain Sight

When you use natural terrain as camouflage or fit in with a crowd without moving (against the crowd), talking, or attacking, NPCs will never notice you, if you haven't been spotted already. If you are behind the NPC's natural line of sight (or if you move with the crowd), they won't notice you even if you move. You can always ask the GM if you are behind their line of sight before moving, and the GM will answer truthfully.

Trap/Ambush Master

When you spend some time in an environment to set up a trap or ambush, roll+Wis. *On a 10+, hold 3.

- *On a 7-9, hold 1. Spend hold 1 for 1 on the following:
 - Duck into a hiding spot you created, out of sight or out of reach.
 - Avoid or knock aside an enemy attack by setting off a trap.
 - Cause your target to become fearful, panicked, or distracted.

Hit and Run Tactician

When you are hidden and cause trouble for a force larger (in number) than your own roll +Dex. On a 10+ you are a curse to their efforts, pick 2. On a 7-9 pick 1.

- You damage a piece of their equipment, armor, or supply
- You create an advantage, gain +1 forward or give it to an ally
- You deal your damage +1d6
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