

the RED MARSHAL



Taking Actions

When you get the spotlight, the Narrator will tell you if you need one, two, or all three steps:

- 1. DESCRIBE YOUR ACTION**
- 2. MAKE A ROLL**
Count your Power:
 - +1 Power for every helpful tag
 - 1 Power for every impeding tag
 - +tier of highest helpful status
 - tier of highest impeding status**Roll two six-sided dice and add your Power to the total. If the result is:**
 - 10 or more: Success!
 - 7-9: Success and Consequences
 - 6 or less: Consequences
- 3. SPEND YOUR POWER**
 - Give or remove a status: 1 Power per tier
 - Give or remove a tag: 2 Power per tag
 - Discover a detail: 1 Power
 - Perform an extra feat: 1 Power

Suffering Consequences

When you receive a negative status or tag, or lose a good status or tag, the Narrator may allow you to react to **lessen** the blow.

Describe your reaction, make a roll, and spend your Power to buy down the Consequences.

- 10 or more: Spend Power +1, any Effect
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- 6 or less: Take the full Consequences

Character Growth

Mark **Improve** on a theme whenever you or the Narrator invoke one of your weakness tags.

When a theme reaches 3 Improve, reset the track and choose a new tag from that theme, by marking the dot to the left of the tag.

ITEM TAGS

Backpack

A Good Sword

Soothing Salve

Forest-Colored Overcloak

Old Seeing Glass

Rope

Whetstone

Bread, eggs, and cheese

DEVOTION

ORIGIN THEME

POWER TAGS • WEAKNESS TAG

PROTECTOR of THE DALE

The Red Armor

Stand Watch

Reassuring Presence

Know These Lands

Loyal Horse

Burden of Responsibility

ABANDON IMPROVE MILESTONE

"I am s-worn to guard this land and its people."

The Red Marshal is the new village scout, burdened with the responsibility of keeping it safe. While the red armor is a constant reminder of who they are, they struggle with self-doubt.

SPECIAL IMPROVEMENT

Coming In The Full Game

Special Improvements are unique abilities that enhance the core rules of the game.

TRADE OR SKILL

ORIGIN THEME

POWER TAGS • WEAKNESS TAG

MARTIAL TRAINING

Swordsmanship

Rally Comrades

Practiced Footwork

Iron Focus

Archery

Experienced Foes

ABANDON IMPROVE MILESTONE

"I have been trained for this..."

Apprenticeship at the Red Marshals' Barleytown Barracks consists of basic reading and writing, followed by an intense regimen of arms training and battle tactics. This Marshal was no slouch in their studies.

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TRAIT

ORIGIN THEME

POWER TAGS • WEAKNESS TAG

ATHLETIC

Brute Strength

Runner's Stamina

Climbing

Hardened Physique

All-Terrain Trekker

This Is Gonna Hurt Later

ABANDON IMPROVE MILESTONE

"I'll race you!"

In addition to their natural build, the Marshal has trained their body to be prepared for any challenge, even if everyone tells them they'd be lucky to ever have to tackle down a bandit. Now they often look to put their physique to the test.

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PERSONALITY

ORIGIN THEME

POWER TAGS • WEAKNESS TAG

ASPIRING LOCAL HERO

Feign Courage

A Villager's Shield

Shortcuts To Greatness

Seize Attention

Village Folk's Blessing

Rash

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- ◆ Rope
- ◆ Whetstone
- ◆ Bread, eggs, and cheese

DEVOTION ORIGIN THEME

POWER TAGS • WEAKNESS TAG

◆ **PROTECTOR
of THE DALE**

- ◆ The Red Armor
- ◆ Stand Watch
- ◆ Reassuring Presence
- ◆ Know These Lands
- ◆ Loyal Horse

☑ Burden of Responsibility

- ○ ○ ABANDON
- ○ ○ IMPROVE
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TRADE OR SKILL ORIGIN THEME

POWER TAGS • WEAKNESS TAG

◆ **MARTIAL
TRAINING**

- ◆ Swordsmanship
- ◆ Rally Comrades
- ◆ Practiced Footwork
- ◆ Iron Focus
- ◆ Archery

☑ Experienced Foes

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TRAIT ORIGIN THEME

POWER TAGS • WEAKNESS TAG

◆ **ATHLETIC**

- ◆ Brute Strength
- ◆ Runner's Stamina
- ◆ Climbing
- ◆ Hardened Physique
- ◆ All-Terrain Trekker

☑ This Is Gonna Hurt Later

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PERSONALITY ORIGIN THEME

POWER TAGS • WEAKNESS TAG

◆ **ASPIRING
LOCAL HERO**

- ◆ Feign Courage
- ◆ A Villager's Shield
- ◆ Shortcuts To Greatness
- ◆ Seize Attention
- ◆ Village Folk's Blessing

☑ Rash

- ○ ○ ABANDON
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