



EQUIPMENT

MAX LOAD (9+STR)



NOTES

THIEF

You've heard them, sitting around the campfire. Bragging about this battle or that, or about how their gods are smiling on your merry band. You count your coins and smile to yourself—this is the thrill above all. You alone know the secret of *Dungeon World*: filthy, filthy lucre.

Sure, they give you lip for all the times you've snuck off alone, but without you, every one of them would have been dissected by a flying guillotine or poisoned straight to death by some ancient needle trap. So let them complain. When you're done with all this delving you'll toast their heroes' graves.

From your castle. Full of gold. You rogue.

NAME

LEVEL

XP

CHARACTER SKETCH

ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

Organized

Improve your standing or make a new contact in the criminal underworld

Mercenary

Change your mind when offered more wealth

Scoundrel

Win someone's affection, or take advantage of their attraction to you

BONDS

BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

Con Man

You're a fast-talking, sharp-tongued devil. Take +1 Forward any time you successfully **charm**, **blackmail**, or **intimidate someone**.

Burglar

Years of heists and robberies have given you a 6th sense for hidden treasures. When you **successfully Discern Realities about a location**, you may ask "what here holds hidden value"?

Footpad

You've gotten your hands dirty once or twice, but who cares? Blood washes off of gold. When you spend time rifling through the pockets of a recently killed person, you may roll a d6. On a 6, you found an extra 15 coins!

STARTING GEAR

ADVENTURING GEAR (5 USES, 1 WEIGHT)

RATIONS (5 USES, 1 WEIGHT)

1 USE OF EACH OF YOUR CHOSEN POISONS (WEIGHT 0)

CHOOSE YOUR MELEE WEAPON

RAPIER (CLOSE, PRECISE, 1 WEIGHT)

SHORT SWORD (CLOSE, 1 WEIGHT)

+DAGGER (HAND, 1 WEIGHT)

CHOOSE YOUR RANGED WEAPON

3 THROWING DAGGERS (THROWN, NEAR, 0 WEIGHT)

RAGGED BOW (NEAR, 2 WEIGHT)

+BUNDLE OF ARROWS (3 AMMO, 1 WEIGHT)

CHOOSE TWO

HALFLING PIPELEAF (3 USES, 0 WEIGHT)

FLASK OF ALCOHOL (2 USES, 0 WEIGHT)

ANTITOXIN (1 USE, 0 WEIGHT)

LEATHER ARMOR (1 ARMOR, 1 WEIGHT)

Starting Attributes: 8(-1), 9, 12, 13(+1), 15(+1), 16(+2)

STRENGTH DEXTERITY CONSTITUTION INTELLECT WISDOM CHARISMA

STR DEX CON INT WIS CHA

WEAK SHAKY SICK DAZED CONFUSED SCARRED

HIT POINTS
Max = 6+CONSTITUTION

ARMOR

DAMAGE D8

MODIFIERS

STARTING MOVES

TOOLS OF THE TRADE

When you **pick locks or pockets, or disable traps**, roll+DEX. On a 10+ you do it, no problem. On a 7-9 you still do it, but the GM will offer you two options between **suspicion, danger, or cost**.

DANGER SENSE

At any time you may ask the GM "is there a trap or ambush here?" If they say yes, you may ask one of the following:

- "What will trigger the trap or ambush?"
- "What will happen once its triggered?"
- "Who set the trap or ambush?"
- "What else should I be on the lookout for?"

POISONER

You've mastered the use of two poisons. They are no longer dangerous for you to use. Choose two poisons from the list below. You know the recipes for them.

When you **have time to find ingredients, and a safe place to brew**, you can make 1 use of every known poison.

Applied poisons must be ingested to take effect. Touch poisons only need skin contact. They can even be used on the blade of a weapon!

- Oil of Tagit:** (applied) The target falls into a light sleep.
- Bloodweed:** (touch) The target deals d4 less damage on all their attacks
- Goldenroot:** (applied) The target treats the next creature they see as a trusted ally for about a day, or until proven otherwise.
- Serpent's Tears:** (touch) Target takes +2 damage from all sources.

BACKSTAB

When you **attack someone up close and personal, and they didn't see it coming**, you automatically deal your damage and may choose to push your luck. If you do, roll+DEX as they attack you back.

- On a 7-9, choose 1. On a 10+, choose 3.
 - You deal d6 extra damage
 - You evade their attack and may slip away
 - They are silenced for a short time, and your attack did not draw any attention
 - You create an opening, granting one of your allies +1 Forward against the enemy

ACE IN THE HOLE

You've got a particular skill that has saved your skin more than once. What is it?

- Forgettable:** You're inscrutable, forgettable, or just generic looking. You have a hard time making an impression, but you're also impossible to recognize, except by those who know you well.
- Lurker:** When you stand in shadows or darkness without talking or moving, unsuspecting NPCs will never notice you.
- Spidermonkey:** you can effortlessly climb any stable surface that can support your weight. Don't even roll for it!
- Poker Face:** You can sell a lie. If nobody present knows better or has evidence to the contrary, you'll always be taken at face value.
- Anatomy Knowledge:** Your extra damage on Backstabs is a d8, not a d6
- Appraising Eye:** You always know what things are worth, and who will pay the most for them.
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LEVEL 2+ ABILITIES

ENVENOM

When you **apply a poison (that isn't dangerous to you) to a weapon**, it is Touch instead of Applied. When you **discreetly and subtly apply a poison to a target**, such as with a pinprick, they won't even notice.

CAUTIOUS

When you **Discern Realities**, you may ask an additional question.

NOTHING UP MY SLEEVE

You may conceal up to DEX weight 0 items on your person. They cannot be found unless you are bound, stripped, and invasively searched.

WEALTH AND TASTE

When you **make a show of flashing your most valuable possession**, name an NPC present. They will do anything to obtain your item, or one like it.

WINNING HAND

Gain another Ace in the Hole.

BREWER

You've mastered the use of all poisons, they are never dangerous for you to use. When you **take time to dissect and analyse a poison**, you may roll+WIS. On a hit, you learn its recipe. But on a 7-9 pick a drawback:

- Expensive: making one use will cost you d10 coins
- Flawed: your version has a noticeable and unfortunate side effect. The GM will tell you what it is
- Volatile: you can't create it at the same time as your other known poisons.

UNDERDOG

When you are **outnumbered or outgunned**, take +1 Ongoing to Defy Danger.

DIRTY FIGHTING

When you **Aid an ally in successfully attacking an enemy**, choose one:

- Your ally's attack ignores armor and is Brutal
- The enemy will be incapacitated (knocked down, blinded, etc) for a short time
- You steal something the enemy was carrying. It's yours now

DEFT HANDS

All your one handed melee weapons are Precise.

GYMNAST

When you **use acrobatics to successfully Defy Danger**, take +1 Forward.

HEIST

When you **make a plan to steal something important or valuable**, you may roll+WIS for each of the following questions. On a hit, you have at least a clue. On a 10+, you also take +1 Forward acting on that information.

- Who will notice it's missing
- What is its most powerful defense
- Who will come after it?
- Who else wants it?

MULTICLASS DABBLER

Get a move from another class. Treat your level as two lower for choosing the move.

LEVEL 6+ ABILITIES

HERE'S THE PLAN

Requires Heist.

When you **plan a Heist**, explain each step of your plan outloud. Each time a step goes according to plan, gain Hold 1. Use the hold when faced with a problem to describe how you came prepared for this exact situation.

HOLDOUT

When you **use a crossbow or pistol at point blank range**, you may attack as if it was a Backstab - even if they saw it coming.

SHANK

Your Backstabs are Messy, Brutal, and ignore armor.

ALCHEMIST

When you **take time to gather materials and find a safe place to brew**, you can describe a new poison you'd like to create. Add it to your list of known poisons, but the GM will give you one or more caveats:

- It only works under specific circumstances
- The best you can manage is a weaker version
- It'll take a while to take effect
- It'll have obvious side-effects
- It requires an expensive or rare ingredient

CATLIKE REFLEXES

You are never caught by surprise. When an **enemy would get the drop on you**, you get to act first.

CONNECTIONS

When you roll to Supply, treat any result of a 6- as a 7-9.

HIDEOUT

You have a secret hideout or safe haven away from prying eyes. A decrepit library, abandoned tower, or hidden cave, perhaps. You can expect safety there. Detail it and give it a name. You can find a new Hideout after spending a few days in a location.

ACROBATIC FIGHTER

Deal +DEX damage and gain +DEX armor when fighting on uneven or unstable terrain.

GHOST

You don't make noise unless you want to. You never need to roll to be silent. At any time you may ask the GM "where is the best hiding place?" They will answer truthfully.

MULTICLASS INITIATE

Get a move from another class. Treat your level as two lower for choosing the move.