

# Rogue

“I know them. They live their lives in meaningless wandering, day to day, expecting to earn enough coin to feed this unending cycle. I know the others too, the ones who become richer and richer without moving a single finger, letting others do the tough jobs. Yet, there’s one more thing that I know, and I know it well: the thrill of the chase when you grab the riches in one hand and try with the other to pry open the lock that will let you see the light of day once more.”

Rogues are scoundrels, thieves, and burglars, and they excel at tasks other individuals consider below them.

NAME		LEVEL	
LOOKS		XP	
Strength STR		Dexterity DEX	
	Weak -1 <input type="checkbox"/>		Shaky -1 <input type="checkbox"/>
			Sick -1 <input type="checkbox"/>
Intelligence INT		Wisdom WIS	
	Stunned -1 <input type="checkbox"/>		Confused -1 <input type="checkbox"/>
			Scarred -1 <input type="checkbox"/>
ARMOR	HIT POINTS	DAMAGE	d6
	(Maximum 6+Constitution)		

0708UE

## Origin

Choose your Homeland:

- Atisi
- Gotai
- Minal
- Mungo
- Javala
- Eiman
- Qatab

HE708UE#0708UE0000UE

## Heritage/Origin Move

Δ1108UE0000UE000+

## Alignment

Choose an alignment:

- Lawful: Suffer a setback or loss by following your personal code of honor.
- Good: Suffer a meaningful personal loss by doing the right thing.
- Chaotic: Break the law to get what you want, or incite discord.
- Evil: Kill or harm the helpless or law-abiding for personal gain.

0708UE000+

## Bonds

Ask the other players the following questions and write down who volunteered.

- \* Who has something I want and won't part with it? What is it?
- \* Who would make a great partner in crime?
- \* Who saw me doing something illegal and didn't rat on me when they had the chance?
- \* Who usually distracts my victims? Is that something she knows she does?

0EΔ7

## Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), a dagger (hand, 1 weight), and 3d6 coins. Choose an additional weapon:

- A well balanced short sword (close, precise, 1 weight)
- 3 darts (thrown, near, 0 weight) and another dagger (hand, 1 weight)
- A sling(near, 0 weight) and a bag of stones (2 ammo, 1 weight)

Choose 2:

- Adventuring gear (5 uses, 1 weight)
- Thieves' tools (1 weight)
- 3 uses of poison (choose one type) and a vial of antitoxin

## Select your Initial Move

Choose one of these to start with:

Mean Streets

You grew up on the streets, doing what it took to survive. You start with **dirty fighting**, and your maximum hit points are increased by 2. **Your area of expertise is picking pockets.**

Thieves' Guild

You joined a thieves' guild: so long as you regularly perform jobs for the guild, they'll provide you with food, shelter, and security. When you **complete a job for your guild leader**, mark XP and they'll reward you in some way. **Your area of expertise is opening locks.**

Treasure Hunter

You just wanted to find treasure and have fun. When you **discern realities**, you can ask the GM if there is any treasure for free, even on a miss. In addition, whenever you find treasure, you find something extra hidden away: the GM will describe it to you, and it is up to you to make it useful. **Your area of expertise is disabling traps.**

## Extra Starting Moves

You also start with these moves:

Evasion

When you **use defend**, so long as you have plenty of room to move about and aren't encumbered, you can roll +DEX instead of +CON.

Sneak Attack

When an **ally deals damage to an enemy**, you take +1d4 damage forward against it using melee weapons. If you **aid** an ally in melee combat, on a 12+ you can deal your damage with a melee weapon instead of granting them +1 forward.

Stealthy

You have the *stealthy* tag. When you **find a place to hide**, as long as you remain still and quiet, no one will notice you unless they happen to stumble across your hiding place.

Tricks of the Trade

Choose an **area of expertise** that you didn't get from your **initial move**:

- \* Disabling traps
- \* Opening locks
- \* Picking pockets

When you **use one of these skills**, roll +DEX. On a 10+, you get the job done. On a 7-9, there's an unforeseen complication or consequence—the GM will tell you what.

## Advanced Moves

When you gain a level from 2–5, choose from these moves.

- Appraise  
When you closely examine noteworthy treasure, you can ask the GM any one question about it. When you act on the answer, take +1 forward.
- Backstab  
When using sneak attack, you instead deal +1d6 damage. When you aid an ally in melee combat, on a 10+ you can deal your damage instead of giving them +1 forward.
- Blend in With the Crowd  
When you are surrounded by people, you can use stealthy to avoid notice and escape pursuers. Groups of people also don't impede your movement.
- Case the Joint  
When you spend a while observing a location that you want to break into, roll +WIS. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 in addition to whatever the GM says. Spend hold, 1 for 1, to take +1 forward circumventing the location's defenses (guards, locks, traps, and so on).
- Chink in the Armor  
Weapons with the *hand* and/or *precise* tags gain +2 piercing.
- Deadeye  
You can use sneak attack with ranged weapons up to a range of near.
- Dirty Fighting  
When you hack and slash, on a 12+ you can also deal your sneak attack damage to your target.
- Improved Evasion  
When you use evasion, as long as you have hold, you have +1 armor ongoing.

- Fast Talk  
When you spend a while conversing with someone, take +1 to parley with them or convince them to go along with a plan or suggestion of yours.
- Hamstring  
When you hack and slash or volley, on a 12+ you also cripple one of the target's limbs in some way – describe how.
- Hit And Run  
When you deal damage to an enemy, on a 10+ instead of dealing additional damage, you move to any location within reach.
- Poisoner  
You ignore the *dangerous* tag when using poisons.
- Quick Fingers  
When you use pick pocket, on a 7+ nobody notices that you took anything right away. In addition, when you hack and slash, on a 10+ you can also take something from your target without them realizing it.
- Scrubbing  
When you pick a lock, on a 10+ you do it within seconds.
- Silent Stalker  
When you use stealthy, you can move about slowly without alerting anyone.
- Trapfinder  
When you discern realities, you can ask the GM if there are any traps for free, even on a miss. If there are traps, the GM will also reveal how they are triggered and their likely effects.

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

- Apothecary  
*Requires: Poisoner*  
When you have the time and materials, you can make any poison you've used before. You can also make antitoxin, herbs and poultices, and healing salve.
- Bleeding Wounds  
*Requires: Hamstring*  
When you deal damage with a melee attack, on a 12+ anyone who deals damage to the target rolls twice and uses the highest result until the creature has time to heal or bandage its wounds.
- Deadly Precision  
*Replaces: Backstab*  
When using sneak attack, you instead deal +1d8 damage. When you aid an ally in melee combat, on a 7+ you can deal your damage instead of giving them +1 forward.
- Feint  
*Requires: Dirty Fighting*  
When you defy danger against an attack, on a 12+ take +1 forward against your attacker.
- Fleeting Shadow  
*Replaces: Silent Stalker*  
When you use stealthy, you can move as quickly as you like without revealing yourself.
- Gaps in the Armor  
*Replaces: Chink in the Armor*  
Weapons with the *hand* and/or *precise* tags gain ignores armor.
- Sniper  
*Requires: Deadeye*  
You can use sneak attack when making a ranged attack up to far. In addition, on a 12+ no one knows where the attack came from.

- Grab and Dash  
*Requires: Quick Fingers*  
When you use pick pocket, on a 7+ you're gone before anyone realizes that anything was taken. When you defy danger against an enemy within arm's reach, on a 10+ you can also take something from them without them immediately realizing it.
- Keymaster  
*Requires: Scrubbing*  
When you pick a lock, on a miss you still open the lock in addition to whatever the GM says.
- Lightning Reflexes  
*Requires: Improved Evasion*  
When an enemy would get the drop on you, you get to act first. In addition, when you use evasion hold +1, and on a miss you still hold 1.
- Skill Mastery  
Choose an area of expertise: when you use it, roll 3d6 and choose the two highest results.
- Trap Defense  
*Requires: Trapfinder*  
When you defy danger against a trap, take +1 forward against it. If you suffer damage, roll twice and take the lower result. If you explain the effects of the trap, whoever listens also gains the benefits of this move against it.
- Opening Tap  
*Requires: Scrubbing*  
As long as you have something solid to hit it with, you can attempt to open a lock without any other tools, and on a 7+ you do it within seconds.

