

NAME




LOOK

Halfling: Brynn, Bug, Felix, Mouse, Omar, Robin, Rook, Sketch, Trixie
Human: Dancer, Dodge, Farley, Garrett, Humble, Jack, Marlow, Murillio, Sparrow
Orc: Archer, Brick, Carmen, Lagga, Pox, Shank, Talon, Turkish, Zander

Shifty Eyes, Hard Eyes, or Weary Eyes
 Hooded Head, Messy Hair, or Cropped Hair
 Dark Clothes, Fancy Clothes, or Common Clothes
 Lithe Body, Small Body, or Flabby Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8+CONSTITUTION

DRIVE

What drives you to adventure? Choose one:

- FIGHTING INJUSTICE
Steal from the rich to give to the poor.
- PROFESSIONAL PRIDE
Avoid detection or infiltrate a location.
- THRILLSEEKING
Leap into danger without a plan.

STARTING MOVES

You start with these moves:

AVOID THE LIGHT
 When you **stand in shadows or darkness without talking or moving**, NPCs will never see you as long as they haven't already spotted you. **If you're more than a few feet away from them**, they won't see you even if you move or attack, and even if they know you're there.

BACKSTAB
 When you **attack a surprised or defenseless enemy with a melee weapon**, you can choose to deal your damage or roll+DEX. **On a 10+**, choose two. **On a 7-9**, choose one:

- You don't get into melee with them
- You deal your damage +1d6
- You create an advantage: +1 forward to you or an ally acting on it
- You reduce their armor by 1 until they repair it

TRAP EXPERT
 When you **spend a moment to survey a dangerous area**, roll+DEX. **On a 10+**, hold 3. **On a 7-9**, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here, and if so, what activates it?
- What does the trap do when activated?
- How can I use this trap to my advantage?
- Who set this trap?
- What else is hidden here?

TRICKS 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.

BACKGROUND

Choose any race, then choose what you used to do:

- BURGLAR
When you **Discern Realities**, you can always ask "What here is useful or valuable to me?" in addition to your other choices.
- FENCE
You always know someone willing to buy stolen goods off you (for a "reasonable" fee, of course).
- SPY
When an **NPC tries to figure out your motives**, you can tell them whatever you want—they'll believe you unless they have good reason to believe otherwise.

BONDS

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

- I stole something from _____.
- _____ has my back when things go wrong.
- _____ knows incriminating information about me.
- _____ and I have a con running.

GEAR

Your Load is 9+STR. You start with leather armor (worn, 1 armor, 1 weight), flash bombs (3 uses, 1 weight) and 10 coins. **Choose your arms:**

- Blackjack (hand, nonlethal, 1 weight) and short sword (close, 1 weight)
- Rapier (close, precise, 1 weight)

Choose a ranged weapon:

- Shortbow (near, 2 weight) and quiver of arrows (3 ammo, 1 weight)
- A brace of throwing knives (thrown, near, 2 ammo, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- 1 healing potion (0 weight)

ADVANCED MOVES

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

CAUTIOUS

When you **use Trap Expert**, you always get +1 hold, even on a miss.

CHEAP SHOT

When **using a precise or hand weapon**, your Backstab deals an extra +1d6 damage.

CONNECTIONS

When you **put out word to the criminal underbelly about something you want or need**, roll+CHA. On a 10+, someone has it, just for you. On a 7-9, you'll have to settle for something close to it or it comes with strings attached, your call.

CONTORTIONIST

You are adept at bending your body in ways it was seemingly not designed to bend, and you can fit into uncomfortably small places without trouble. When you **Defy Danger by dramatically dodging out of the way**, take +1.

EYESHINE

Your vision is augmented. You can see without difficulty in total darkness or at a great distance.

HANDSOME ROGUE

Choose one non-multiclass move from another class list. Treat your level as one lower for the purpose of choosing this move, unless that move makes you more charismatic or helps lend you a veneer of legitimacy.

SHOOT FIRST

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

THIEVES' HIGHWAY

When you **use the city's hidden paths (alleyways, rooftops, etc.) to travel to your destination or escape pursuit**, roll+INT. On a 10+, choose 2. On a 7-9, choose 1:

- You get there unseen or lose your pursuers
- You get there in half the time it would normally take
- You leave nothing that could be traced back to you or your friends

UNDERDOG

When **you are outnumbered and in melee**, you have +2 armor.

WEALTH AND TASTE

When you **make a show of flashing around a possession which appears valuable**, choose an NPC present. They will do anything they can to obtain your item or one like it.

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

DIRTY FIGHTER

Replaces: Cheap Shot

When **using a precise or hand weapon**, your Backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

New weapon tag:

nonlethal: it's designed to knock people unconscious, not deal real damage. If you reduce them to 0 HP with this, they just get knocked out cold for a few hours.

DISGUISE

When you **have time and materials**, you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away, but your appearance won't.

ESCAPE ROUTE

When **you're in too deep and need a way out**, name your escape route and roll+DEX. On a 10+, you're gone. On a 7-9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

EVASION

When you **Defy Danger, on a 12+**, you transcend the danger. You not only do what you set out to do, but the GM will offer you a better outcome, true beauty or a moment of pure grace.

HEIST

When you **take time making plans to steal something**, name the thing you want to steal and ask the GM these questions. When acting on the answers, you and your allies take +1 forward:

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

PRACTICALLY PARANOID

Requires: Cautious

When you **use Trap Expert, on a 12+**, the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it and how you can use it to your advantage.

SNEAK

Choose one non-multiclass move from another class list. Treat your level as one lower for the purpose of choosing this move, unless that move makes you more agile or stealthier.

STRONG ARM, TRUE AIM

You can throw any melee weapon, using it to Volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7-9.

THIEF-ACROBAT

Requires: Contortionist

You never lose your balance, and you always land on your feet. When you **fall from any height**, as long as you can find a way to slow or break your fall, you take no damage.

WITHOUT BEING HEARD

You are preternaturally silent, and will never make any noise unless you choose to. You never need to Defy Danger to act quietly.