

NAME




Male: Names
Female: Names
Wildcard: Names

LOOK

Shifty Eyes, Keen Eyes, or Criminal Eyes
Hooded Head, Messy Hair, or Cropped Hair
Dark Clothes, Fancy Clothes, or Common Clothes
Lithe Body, Knobby 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 6+CONSTITUTION

DRIVE

- FIGHT INJUSTICE**
Give from the rich to the poor.
- ON THE LAM**
Avoid detection or infiltrate a dangerous location.
- THRILLSEEKING**
Leap into danger without a plan.

STARTING MOVES

- 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?
 - 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

- GRIFTER**
You've been brought up with an uncanny ability to throw off a mark. When a GM character tries to figure out your motives, you can tell them whatever you want – they'll believe you.
- SMUGGLER**
You're well educated in the way of authorities when it comes to your ill-gotten gains. When you use Trap Expert, you can ask the GM about ambushes as well as traps.
- ORPHANARIUM GRADUATE**
You come from the urchins and unseen children of the streets. You can always Parley with this group, no matter the city, if you share your experiences and empathize with them.

- 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 2. *On a 7-9, choose 1:
 - You don't get into melee with them
 - You deal your damage +1d6
 - You create an advantage, +1 forward
 - Reduce their armor by 1 until they repair it

- POISONER**
You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are applied, meaning you have to carefully apply it to a target or something they eat and drink. Touch poisons just need to touch the target, 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 -1d4 damage ongoing until cured
 - Goldenroot (applied): The target treats the next creature they see as a trusted ally, until proved otherwise
 - Serpent's Tears (touch): Anyone dealing damage to the target rolls twice and takes the better result

BONDS

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

- I stole something from _____.
- _____ has my back when things go wrong.
- _____ knows incriminating details about me.
- _____ and I have a con running.
- I would never admit it, but _____ has a special place in my heart.
- Someday _____ will help me obtain a thing of great value.

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), 3 uses of your chosen poison, and 10 coins.

Choose your melee weapon:

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

Choose your ranged weapon:

- 3 Throwing daggers (thrown, near, 0 weight)
- Ragged Bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Choose one:

- Adventuring Gear (1 weight)
- Healing Potion (0 weight)

Choose two:

- Perfumed neckerchief of a noble lover
- Knuckle bones of a great thief
- Rare, forgotten coin
- Filched heirloom necklace

ADVANCED MOVES

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

CHEAP SHOT

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

CAUTIOUS

When you use Trap Expert you always gain +1 hold, even on a 6 or less.

WEALTH AND TASTE

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

SHOOT FIRST

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

POISON MASTER

After you've used a poison once it's no longer dangerous for you to use, and you build a tolerance when used against you.

ENVENOM

You can apply even complete poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon it's touch instead of applied.

BREWER

When you have time to gather materials and a safe place to brew you can create three doses of any one poison you've used before.

UNDERDOG

When you're outnumbered and try to redirect an enemy's attack on them the moment before you're injured, roll +DEX. *On a 10+ you redirect the attack against another enemy in range. *On a 7-9 you take half damage, and the enemy in range takes half 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 or it comes with strings attached, your call.

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

DIRTY FIGHTER (*REQUIRES: CHEAP SHOT*)

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

EXTREMELY CAUTIOUS (*REQUIRES: CAUTIOUS*)

When you use trap expert you always get +1 hold, even on a 6 or less. On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, and how you can use it to your advantage.

ALCHEMIST (*REQUIRES: BREWER*)

When you have time to gather materials and a safe place to brew you can create three doses of any one poison you've used before. Alternatively you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work 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

MASTER PLANNER

You not only understand and mastered many of the traps you've come across, but you've gotten quite good at setting up some of your own. You may spend hold from Trap Expert to reveal that a trap you have secretly set has been sprung.

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 grace.

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.

ESCAPE ROUTE

When you're in too deep and need a way out, name your escape 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.

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.

HEIST

When you take time to make a plan 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's its most powerful defense?
- Who will come after it?
- Who else wants it?