

THIEF MOVES

You start with all of these.

TRICKS OF THE TRADE

You walk the byways between right and wrong, the gray area where unorthodox methods of acquisition and elusion are what get the job done.

Each time you take this move, choose 1 area of expertise:

- | | | | |
|-------------------------------------|--------------------------------|-----------------------------------|--------------------------------------|
| <input type="checkbox"/> Stealth | <input type="checkbox"/> Locks | <input type="checkbox"/> Poison | <input type="checkbox"/> Disguise |
| <input type="checkbox"/> Acrobatics | <input type="checkbox"/> Traps | <input type="checkbox"/> Treasure | <input type="checkbox"/> Negotiation |

Cunning represents how clever and prepared you are at any given moment. Your maximum cunning is equal to your current level, +INT (minimum of 1).

When you *take the time to brood in silence and plot your next move*, reset your cunning to its maximum.

When you *make any move that falls within an area of your expertise*, after you roll you may increase the result by 1 for each point of cunning you choose to spend.

HIDE IN SHADOWS

When you *are out of sight and remain quiet and still*, you may spend 1 cunning to go unnoticed until you act or until someone is right on top of you (whichever comes first).

MOVE SILENTLY

When you *sneak from one place to another*, name a destination within sight and roll +DEX: **on a 10+**, you get there and take +1 forward against whomever failed to notice you; **on a 7-9**, choose 1 from the list below; **on a 6-**, mark Dexterity and the Judge makes a move.

- They notice you before you get there, but you have the upper hand and take +1 forward
- You have to stop when you're only part way there, or else they'll notice you
- They notice you as soon as you reach your goal, and you take -1 forward

PICK LOCKS & DISARM TRAPS

When you *attempt to neutralize or circumvent a mechanical device with the proper tools*, roll +DEX: **on a 10+**, you do it, as well as could be expected; **on a 7-9**, you do it, but the Judge chooses 1 from the list below; **on a 6-**, mark Dexterity and the Judge makes a move.

- Your tampering attracts unwanted attention
- It'll work, but there's a hitch (ask the Judge what)
- You expend resources of the Judge's choice (tools, ability points, etc.)

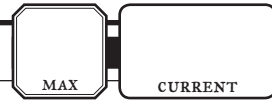
PURLOIN

When you *surreptitiously swipe something out from under someone's nose*, roll +DEX: **on a 10+**, it's yours, and they won't notice until they look for it; **on a 7-9**, it's yours, but they notice it's gone right away; **on a 6-**, mark Dexterity and the Judge makes a move.

BACKSTAB

When you *use a hand weapon to attack a surprised or defenseless target*, deal your damage and roll +DEX: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1; **on a 6-**, mark Dexterity and the Judge makes a move.

- You deal your damage again
- You slip immediately out of your target's reach
- You create an advantage—describe it, and the next person to exploit it takes +1 forward



CUNNING

ADVANCED MOVES

ASSASSINATE

When you *declare a target as your mark*, spend 1 cunning. When you *Backstab your mark and deal damage*, you deal your maximum damage. You may only have one mark at a time.

EVADE

When you *roll a 7-9 to Fight*, you may forego dealing damage and spend 1 cunning to reduce the damage you suffer by DEX+1 (minimum 1).

FEINT

When you *roll a 7-9 to Fight*, take +1 forward against your foe.

FENCE

When you *Find a Buyer in a familiar steading*, you may spend 1 cunning before rolling to automatically succeed as if you rolled a 10+.

LUCKY DOG

When you *Level Up*, you heal 1d6 Luck instead of 1.

MENACE TO SOCIETY [min. INT +1 and level 5; must be *chaotic* or *evil*]

If you *have spent 1 month of downtime studying spells*, you may begin multiclassing as a Magic-User, and add Magic-User moves to this playbook. Choose your starting spells from those which you have studied.

MERCENARY [min. STR +1 and level 5; must be *neutral*, *chaotic*, or *evil*]

If you have *killed for pay*, you may begin multiclassing as a Fighter, and add Fighter moves to this playbook.

POISONER

When you *Craft poison*, you always succeed as if you rolled a 10+.

SENSE DANGER

When you *consider a situation*, however briefly, you may spend 1 cunning to force the Judge to tell you if any threat is imminent, and from whence it will come.

SCALE SHEER SURFACE

When you *climb something a person should not be able to climb*, you may Make a Saving Throw to do so.

SHARPSHOOTER

When you *deal damage with a missile weapon*, deal your damage +DEX and ignore WIS points of your target's armor (minimum 0).

SLIP FREE

When you *take action to release yourself from bonds of any kind*, roll +DEX: **on a 10+**, you're free, so make the most of it; **on a 7-9**, you're free, but choose 1 from the list below; **on a 6-**, mark Dexterity and the Judge makes a move.

- You leave something or someone important behind
- You incur some injury or disadvantage (ask the Judge what)
- Whoever bound you in the first place knows that you're free