



## THIEF MOVES

You start with all of these.

MAX	CURRENT
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### TRICKS OF THE TRADE

You walk the byways between right and wrong, a shadowy realm 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 current 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.

- ◆ 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 OR 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.

- ◆ 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.

### BACKSTAB

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

- ◆ You slip back out of reach after striking
- ◆ You deal your damage twice
- ◆ You create an advantage—describe it, and the next person to exploit it takes +1 forward

### CUNNING

## ADVANCED MOVES

Choose 1 of these at level 3, 5, 7, and 9.

### ASSASSINATE

When you *declare a target as your mark*, spend 2 cunning. When you *Backstab your mark*, whatever damage you deal is doubled. 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 *have the knowledge and supplies to brew a poison*, you may spend 1 day of downtime brewing that poison, and gain 3 uses of that poison.

### 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, make the most of it; **on a 7-9**, you're free, but choose 1:

- ◆ 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