

NAME




LOOK

Names: Artemis, Algol, Beatrix, Bourne, Braddock, Corvo, Elektra, Desmond, Grace, Léon, Jade, Havelock, Mara, Konrad, Nikita, Rowland, Raven, Slade, Talia, Togo
Pseudonyms: 13, XLVII, The Archer, The Beast, The Black Widow, The Cleaner, The Doctor, Il Duce, The Ghoul, The Jackal, Jane Roe, The Tailor, The Viper, The Wraith

Troubled Eyes, Dead Eyes, or Mischievous Eyes
 Hooded Face, Tattooed Head, or Blank Mask
 Plain Clothes, Dirty Rags, or Extravagant Finery
 Lithe Body, Huge Body, or Sickly 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:

- NOTORIETY
Kill someone in a spectacular fashion.
- RICHES
Steal from your victims.
- VENGEANCE
Wound those who have slighted you.

STARTING MOVES

You start with these moves:

CONTRACT KILLER

When you **have downtime and put out word that you're looking to take on a contract**, roll +INT. **On a hit**, someone approaches you with a job—they'll give you a name and maybe a description. **Roll 2d6**: that's what the job is worth to them, in tens of coins; take it or leave it. **On a 7-9**, the job has strings attached—they want you to kill the target in a specific way or place, by a specific time, et cetera. Either way, once the job is done, they'll find a way to pay you.

If you fail to complete a contract, take -1 ongoing to Contract Killer until you prove yourself again.

MISÉRICORDE

When you **take the time to carefully aim an attack against a defenseless or unaware creature**, your damage roll is maximised.

STAKEOUT

When you **spend an hour or so scoping out a place, person or situation**, you can Discern Realities about your target with +INT and without having to interact with it.

STREETWISE

When you **go out among people in search of information about a place, person or thing**, tell the GM what you want to know and roll+INT. **On a 10+**, you get a solid lead which will get you to that information, if followed. **On a 7-9**, something goes wrong—choose one:

- The lead is weak or the trail is cold—you'll need to put in extra legwork
- Your enquiries attract unwanted attention

BACKGROUND

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

- BODYGUARD
You know the best way to get to a target. When you **Discern Realities, on a 10+**, you can ask the question "What would be the most opportune moment to strike?" for free.
- FANATIC
The strength of your beliefs is there for all to see. When you **deal a creature a fatal blow**, it will answer any one question for you—truthfully—in the moment before its death.
- GUILD ASSASSIN
Your reputation is already well-established. When you **put out word that you're looking to take on a contract and get offered a job**, you can ask for half the payment up-front.

BONDS

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

- _____ was very nearly my target—until the hit was called off.
- _____ has paid for my services before.
- _____ and I have unfinished business.
- I've served time with _____.

THE ASSASSIN

LEVEL
 XP

GEAR

Your Load is 9+STR. You start with brigandine (1 armor, worn, concealed, 1 weight) and 30 coins. **Choose two weapons:**

- Folding sword (close, concealed, 1 weight)
- Hand crossbow (near, reload, concealed, 1 weight) and 1 ammo (0 weight)
- Stiletto (hand, precise, 1 weight)
- Longbow (near, far, 2 weight) and 3 ammo (1 weight)

Choose one:

- A common doxy's little book of secrets
- A month's stay at a fancy inn, paid in advance
- A promissory note for passage on a ship to anywhere you choose

ADVANCED MOVES

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

ADUMBRATION

When you **take a few hours to ritualistically prepare an item**, you can reach into any shadow and draw that item out, regardless of its physical location.

ANATOMIST

When you **deliberately aim for a creature's vital organs**, deal +1d4 damage.

CAT'S GRACE

Your coordination and agility are enhanced. You can jump three times your height and fall a great distance without harm.

THE CREED

You have sworn to abide by a code of conduct, and its tenets guide you in your work. Describe your creed. When **your obedience to your creed endangers that which you hold dear**, choose one:

- You learn a useful piece of information
- You catch someone's eye (choose who)
- You make a useful new contact

HEARTSEEKER

When you **taste the blood of a living being**, you can follow the sound of their heart for as long as it beats.

ILL REPUTE

When you **put out word that you're looking to take on a contract and get offered a job**, their offer is double your roll.

JAUNT

When you **whisper words of passage and step into shadow or darkness**, roll+INT. **On a 10+**, you instantly reappear anywhere within *near* range. **On a 7-9**, choose one:

- You reappear a few meters from your intended destination, putting you in a spot
- You reappear several seconds later
- You leave something behind when you disappear

PREDATOR

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 stealthier or helps you get to your targets.

SILENCE IS GOLDEN

When you **are at least partly in shadow or darkness**, anything you are currently touching cannot make any noise unless you wish it to.

VERMIN FRIEND

You are a friend to all the low forms of life—insects, bats, rats, small birds and other vermin. Creatures of those types will never attack you, and when you **give them a simple order** (“eat this,” “go over there,” “run away”), they'll follow it as long as it doesn't go against their instincts.

New item tag:

concealed: whether it's plates of armor sewn into a doublet or a knife hidden in a boot, this item's true purpose is not immediately obvious.

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

BULLET WITH YOUR NAME ON

When you **engrave the birth name of a creature on a projectile**, it will always strike them true as long as you can see them when you fire—no matter how improbable it would be for it to hit.

CORPSE-HEART

Requires: Heartseeker

As long as you **concentrate on slowing your cardiac rhythm**, you cannot be detected by any creature or magic that searches for signs of life (body heat, smell, etc.).

DEVOURING SHADOWS

When you **whisper words of binding to shadows**, you can wield them as a weapon with the tags *precise*, *reach*, *area* and *terrifying*.

HEIGHTENED REFLEXES

Requires: Cat's Grace

You're always the first to react to a perceived threat, and will always finish a task requiring manual dexterity before anyone else.

THE PROFESSIONAL

Replaces: Ill Repute

When you **put out word that you're looking to take on a contract and get offered a job**, name your price. If they can afford it, they'll pay.

REQUIESCAT IN PACE

When you **fake a death—either yours or someone else's**—roll+INT. **On a 10+**, the evidence you planted is foolproof—everyone will believe that person has died, and no one will look into it. **On a 7-9**, the staged death is sloppy, and won't stand up to rigorous inspection.

SEASONED KILLER

You gain the Brewer and Poison Master moves from the Thief class list.

TRANSLOCATE

Requires: Jaunt

When you **whisper words of passage and step into shadow or darkness**, you can take one passenger with you up to *near* range. If you don't, you can reappear anywhere within *far* range instead.

VERMIN LORD

Requires: Vermin Friend

When you **summon verminous allies to your assistance**, roll+INT. **On a hit**, a small horde of them answer your call. **On a 10+**, they'll also ignore their instincts when following your orders.