

NAME

Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria, Sanguinus, Titanius, Hannibal

LOOK

Kind Eyes, Fiery Eyes, or Glowing Eyes
Styled Hair, or Bald
Fit Body, Bulky Body, or Thin 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

MISSION

STARTING MOVES

MOTIVATION

- LOYALTY:** Endanger yourself to protect your crew
- RIGHTEOUS:** Reveal corruption.
- VENGEANCE:** Avenge yourself.

WEAKNESS

- BIG MOUTH:** Spout off the worst possible things at the worst possible times.
- HONOUR:** Behave like a gentleman.
- OVERCONFIDENCE:** Believe you can do anything.

BONDS

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

- _____ 's bad attitude endangers all of us.
- _____ has stood by me through thick and thin and can be trusted completely.
- _____ knows incriminating details about me.
- I owe _____ for saving my life.

A SIMPLE PLAN

When you come up with plan, state what you are going to do:

- Steal the one and only _____, a valuable that you will make you rich
- Rob _____, of his undeserving wealth

Then choose one or more boons:

- An insider who can get you access to your target
- Knowledge of the protections guarding your target
- Tools or a location needed to access your target
- The ability to deceive others about what you are
- Specialized weapon or tool required for the plan

The GM will then tell you what price is required of you to maintain your boon(s), usually one per boon:

- Bloodless (forbidden: drawing blood by choice)
- Bribes (required: spending a certain amount of coin)
- Covert (forbidden: telling anyone the truth about the mission)
- Patron (required: regular updates and satisfying his demands)
- Stealth (forbidden: outright or direct attacks)

CALLED SHOT

When you attack a defenseless or surprised enemy, you can choose to deal your damage or name your target and roll+DEX.

- Head *10+: As 7-9, plus your damage *7-9: They do nothing but stand and drool for a few moments.
- Arms *10+: As 7-9, plus your damage *7-9: They drop anything they're holding.
- Legs *10+: As 7-9, plus your damage *7-9: They're hobbled and slow moving.

LEADERSHIP (Replaces Aid)

When you help one of your crew, roll+Bond with them. On a 10+, they take +2. On a 7-9, they take +1 and you expose yourself to danger, retribution or cost.

SIXTH SENSE

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

THE LEADER

LEVEL
XP

GEAR

Your load is 11+Str. You start with leather armor (1 armor, 1 weight), rations (5 uses, 1 weight), and 15 coins.

Choose your arms:

Mace (close, 1 weight) and sling (near, 0 weight) with sack of stones (3 ammo, 0 weight)

Crossbow (near, +1 damage, reload, 3 weight), quarrel of bolts (3 ammo, 1 weight) and dagger (hand, precise, 1 weight)

Choose one:

Lantern, Hooded (1 weight)
 Bandages (3 uses, 4hp each, 0 weight)

ADVANCED MOVES

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

A LITTLE HELP FROM MY FRIENDS

When you **successfully aid someone** you take +1 forward as well.

BLOODY AEGIS

When you take damage you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

BOSS

Take +1 to order hirelings.

CLEVER

When you **Defy Danger** using Intelligence, Wisdom or Charisma, take +1.

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.

FIRST AID

When you use bandages on an ally, they heal 8 damage instead of 4.

FOCUSED

While on a following a Simple Plan you deal +1d4 damage.

HUNGER FOR VENGEANCE

When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

LOGICAL

When you use strict deduction to analyze your surroundings, you can discern realities with INT instead of WIS.

SANCTUARY

You have a safe house with protections in place that will alert you if anyone tries to break in. Those under your protection heal an additional +1d4 HP when healing within the sanctuary.

STEADFAST DEFENDER

When you defend one of your crew you always get +1 hold, even on a 6-.

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

BACK-UP

Choose a move from another class. So long as you are working with a member of your gang you have access to that move.

DUELIST'S PARRY

When you hack and slash, you take +1 armor forward.

EVER ONWARD

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armor forward.

HIGHLY LOGICAL

Replaces: Logical

When you use strict deduction to analyze your surroundings, you can discern realities with Int instead of Wis. On a 12+ you get to ask the GM any three questions, not limited by the list.

INDOMITABLE

When you suffer a debility (even through Bloody Aegis) take +1 forward against whatever caused it.

KILLER INSTINCT

Replaces: Focused

While following a Simple Plan you deal +1d8 damage.

REPUTATION

When you **first meet someone who's heard about you**, roll+Cha. *On a 10+, tell the GM what they've heard about you and take +1 forward with them. *On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

SHOT THROUGH THE HEART

When you know your target's weakest point your arrows have 2 piercing.

TANDEM STRIKE

Replaces: Setup Strike

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

UNFORGETTABLE FACE

When you **meet someone you've met before** (your call) after some time apart you take +1 forward against them.