

Name

Race

Look

Choose a name or make your own:

Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn  
 Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble  
 Farley, Switcher, Lola, Puck, Garrett, Bug, Casey, Remy

Choose a race or make your own:

Human, Elf, Dwarf, Halfling, Half-Elf  
 Lizardfolk, Orc, Gnome, Goblin, Hobgoblin  
 Tiefling, Catfolk, Kobold, Aasimar, Naga

Choose one for each or make your own:

Shifty Eyes, Criminal Eyes, \_\_\_\_\_  
 Hooded Head, Messy Hair, \_\_\_\_\_  
 Dark Clothes, Fancy Clothes, \_\_\_\_\_

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

STR

DEX

CON

INT

WIS

CHA

Damage

d8

Armor

HP

Current  
MAX  
19

Your Max HP is 19

Drive

Choose one drive.

☐ **THRILLSEEKER**

Leap into danger without a plan.

☐ **SLY**

Avoid detection or infiltrate a location.

☐ **DON'T GET CAUGHT**

Shift danger or blame from yourself to someone else.

Background

Choose your race, and then choose one background.

☐ **THE POINTY END**When you **Backstab**, you can ignore all nonmagical armor.☐ **NOT MY FIRST GIG**You are a professional. When you **Spout Lore** or **Discern Realities** about criminal activities, take +1.

Bonds

Fill in the name of one 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.

Starting Moves

You start with these moves:

**DISCERNING EYE**

You can always tell what and where the most expensive or valuable item in the area is.

**TRAP EXPERT****Just before you or a nearby ally activates a trap**, you spot it, roll+DEX.

\*On a 10+: You recognize the design and spot a weakness. Take +1 forward to interact with it.

\*On a 7-9: You react at the last possible moment. The trap will activate if the person who nearly activated it does not remain still.

\*On a 6-: Too late, the trap is triggered.

**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.

**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 to you or an ally acting on it
- 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.

- 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 proven otherwise.
- Serpent's Tears (Touch)*: Anyone dealing damage against the target rolls twice and takes the better result.



The Thief

Level  
XP

**Your load is 9+STR. Your starting gear is:**

- Dungeon Rations (5 uses, 1 weight)
- Adventuring Gear (5 uses, 1 weight)
- Leather armor (worn, 1 armor, 1 weight)
- 3 uses of your chosen poison
- 22 coins

**Choose your arms:**

- ☐ Dagger (*Hand*, 1 weight) and short sword (*Close*, 1 weight)
- ☐ Rapier (*Close*, *Precise*, 1 weight)

**Choose a ranged weapon:**

- ☐ 3 throwing daggers (*Thrown*, *Near*, 0 weight)
- ☐ Short Bow (*Near*, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Note that some poisons are **Applied**, meaning you have to carefully apply it to the target or something they eat or drink. **Touch** poisons just need to touch the target, they can even be used on the blade of a weapon.

**Mark your poisons here:**

## 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 +1d8 damage.

### ☐ SNEAKY

When you **stand motionless in the shadows**, you will stay safe from non-magical detection and cannot be found.

### ☐ 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. Additionally you can apply even complex 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 surrounded**, you have +1 armor.

### ☐ 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.

\*On a 6-: You draw unwelcome attention to yourself, and enemies know what you seek.

### ☐ 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.

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

### ☐ FAVORS FROM THE SHADOWS

When **calling for aid from old allies, guild members, or new friends**, roll+CHA.

\*On a 10+: Help comes exactly when you need it.

\*On a 7-9: As a 10+ but they come bringing unwanted attention.

### ☐ EXTREMELY CAUTIOUS

When you **disarm a trap successfully**, the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

### ☐ SERPENTINE

*Requires: Poison Master*

Choose one poison you have mastered. Your body is now infused with that poison. Your blood, sweat, tears, even your spit, are all now poisonous as if they were this poison. You are now completely immune to the effects of all poisons.

### ☐ ESCAPE ROUTE

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

### ☐ 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?

### ☐ STICKY FINGERS

When you **set your eye on something small in a room** tell the GM what you intend to grab. If you leave the room without drawing attention to yourself or starting a fight, the item you name comes with you with no one the wiser.

### ☐ ACROBAT

You will never lose your balance, and always land on your feet. When you fall from any height, you are able to find a way to break or cushion your fall, taking no damage.