

NAME




LOOK

Halfling: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug, Puck
Human: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley, Reynard

Shifty Eyes, Twinkling Eyes, or Sharp Eyes
Hooded Head, Messy Hair, or Stylish Hat
Gaudy Clothes, Fancy Clothes, or Plain Clothes
Lithe Body, Knobby Body, or Quick 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
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+ CONSTITUTION

ALIGNMENT

- GOOD**
Use trickery to help people when the law cannot.
- CHAOTIC**
Expose corruption or hypocrisy with your tricks.
- EVIL**
Con people out of their valuables.

STARTING MOVES

SILVERTONGUE (CHA)
When you **persuade someone to believe a partial truth or a half-truth**, roll+CHA. *On a 10+, they'll believe you until they see or hear something that convinces them otherwise. *On a 7-9, they'll be fooled, but not for very long.

This move will not work on anyone who is outwardly hostile to you or suspicious of you. Other players are always suspicious of you, since they know you're the Trickster.

RACE

- HUMAN**
Once per session, when you Defy Danger with CHA, you may roll twice and keep the better result.
- HALFLING**
When **someone underestimates you because of your size**, take +1 to act against them.

SOCIAL ENGINEERING (CHA)
When you **spend some time scouting a local community for easy marks and opportunities**, roll+CHA. *On a 10+, hold 3. *On a 7-9, hold 2. *On a 6-, hold 1, and the GM holds 1. You may spend this hold to call in a favor; you can ask someone to do a simple, non-dangerous task for you, and they'll do it. The GM may spend his hold at any time to introduce a person hostile to you, suspicious of you, or whom you owe big time.

You cannot extract favors from anyone who is outwardly hostile to you or suspicious of you. Other players are always suspicious of you, since they know you're the Trickster.

BONDS

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

- I once stole something from _____.
- _____ has my back when things go wrong.
- _____ knows a secret about me that could be embarrassing if it was let loose.
- _____ has helped me run a con before.

I know a secret about _____, but he doesn't know that I know.

DIRTY TRICKS
When you **Aid Another using misdirection or distraction**, take +1. When **another person stands in Defense of you**, they take +1.

TRICKS OF THE TRADE (DEX)
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.

FLEXIBLE MORALS
When someone tries to detect your alignment, you can tell them any alignment you like.



THE TRICKSTER

LEVEL
XP

GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your weapons:

- Short sword (close, 1 weight) and 3 throwing knives (thrown, near, 0 weight)
- Rapier (close, precise, 1 weight)
- Ragged Bow (near, 2 weight), a bundle of arrows (3 ammo, 1 weight), and a dagger (hand, 1 weight).

Choose two:

- Adventuring gear (5 uses, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- Leather armor (1 armor, 1 weight)
- 12 counterfeit coins
- Halfling pipeleaf (6 uses, 0 weight)
- Knife in a spring-loaded wrist sheath (hand, 1 weight)

ADVANCED MOVES

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

CONFOUNDING BLADE

When you Hack and Slash, on a hit you create an advantage against your foe; either you or an ally acting on it takes +1 forward against that foe.

DEEP POCKETS

Your Load is increased by 3. Any items that you carry that could fit in the palm of your hand are so well concealed on you that they will never be found, even if you are searched.

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.

UNDERDOG

When you're outnumbered, you have +1 armor.

NEW TRICKS

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are.

SMOKE BOMB

When you have time and equipment, you can create a vial of alchemical smoke from volatile reagents costing 3 coins. It has 1 weight. When you **throw the vial upon a hard surface**, roll+DEX. *On a hit, a cloud of smoke bursts forth, briefly blinding and causing a coughing fit in anyone caught in the cloud, except you. *On a 7-9, choose 1:

- One of your allies also gets caught in the smoke
- The smoke will only last a few moments
- A person of the GM's choice is unaffected

LEGERDEMAIN

Gain a spellbook containing all wizard cantrips. You may learn, memorize, and cast cantrips, illusions, and enchantments as if you were a wizard of your level-1, using +CHA instead of +INT to cast the spell.

LAMENTABLE BELABORMENT

When you **sow mistrust and discord among your foes**, roll+CHA. *On a 10+, they're confused and will take some time to argue and sort things out. *On a 7-9, they're still confused, but not for very long.

ESCAPE ARTIST

When you **try to slip free of anything physically restraining you**, roll+DEX. *On a hit, you're free. *On a 10+, choose one:

- You take a parting shot at whomever was holding you, deal your damage
- You make it easier for someone else nearby to escape
- You take a little souvenir with you, the GM will tell you what

RUMORMONGER

When you **spend some time trading gossip in a community**, roll+CHA. *On a hit, you learn of an interesting opportunity nearby. *On a 10+, you can also start a rumor of your own; it will spread like wildfire.

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

SERIOUS UNDERDOG

Replaces: Underdog

You have +1 armor. When you're outnumbered, you have +2 armor instead.

EVASION

When you Defy Danger, on a 12+ you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

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.

PYROTECHNICS

Requires: Smoke Bomb

When you create a smoke bomb, you may instead create an incendiary smoke bomb, which also deals your damage to anyone caught in the effect and may start fires when thrown.

SMOKESCREEN

Requires: Smoke Bomb

When you **attack someone caught in your smoke bomb**, deal your damage+1d6.

INSTIGATOR

Requires: Lamentable Belaborment

When you use Lamentable Belaborment, on a 10+ the argument also gets a little violent; deal your damage to any two affected targets.

ENTANGLING BLADE

Replaces: Confounding Blade

When you Hack and Slash, on a hit you create an advantage against your foe; either you or an ally acting on it takes +1 forward and deals +1d4 damage against that foe.

ALL ACCORDING TO THE PLAN...

You can foresee when you will need help the most, and plan accordingly. You may spend hold from Social Engineering to have a fortunate but plausible coincidence befall you.

CHEAT DEATH

When you **take your Last Breath**, Death will always offer you a bargain, even on a 6-. If you don't keep your end of it, you'll still live, but Death will claim your soul the next time you are reduced to 0 HP.

BLIND LIE

When you **tell a lie to someone**, roll+CHA. *On a 10+, they will literally not be able to see any evidence that what you said is a lie; it will just vanish from their sight. *On a 7-9, they'll still believe you, but only for a few moments. If you take any action that would contradict your lie, the effect ends.