

Rogue

"I know them. They live their lives in meaningless wandering, day to day, expecting to earn enough coin to feed this unending cycle. I know the others too, the ones who become richer and richer without moving a single finger, letting others do the tough jobs. Yet, there's one more thing that I know, and I know it well: the thrill of the chase when you grab the riches in one hand and try with the other to pry open the lock that will let you see the light of day once more."

Rogues are scoundrels, thieves, and burglars, and they excel at tasks other individuals consider below them.

NAME

LEVEL

LOOKS

XP

Strength
STR

Dexterity
DEX

Constitution
CON

Weak -1 ☐

Shaky -1 ☐

Sick -1 ☐

Intelligence
INT

Wisdom
WIS

Charisma
CHA

Stunned -1 ☐

Confused -1 ☐

Scarred -1 ☐

ARMOR

HIT POINTS

DAMAGE

d6

(Maximum 6+Constitution)

Origin

Origin

Choose your Homeland:

- ☐ Atisi
- ☐ Gotai
- ☐ Minal
- ☐ Mungo
- ☐ Javala
- ☐ Eiman
- ☐ Qatab

Heritage/Origin Move

Heritage/Origin Move

Alignment

Alignment

Choose an alignment:

- ☐ Lawful: Suffer a setback or loss by following your personal code of honor.
- ☐ Good: Suffer a meaningful personal loss by doing the right thing.
- ☐ Chaotic: Break the law to get what you want, or incite discord.
- ☐ Evil: Kill or harm the helpless or law-abiding for personal gain.

Bonds

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who has something I want and won't part with it? What is it?
- * Who would make a great partner in crime?
- * Who saw me doing something illegal and didn't rat on me when they had the chance?
- * Who usually distracts my victims? Is that something she knows she does?

Gear

Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), a dagger (hand, 1 weight), and 3d6 coins. Choose an additional weapon:

- ☐ A well balanced short sword (close, precise, 1 weight)
- ☐ 3 darts (thrown, near, 0 weight) and another dagger (hand, 1 weight)
- ☐ A sling(near, 0 weight) and a bag of stones (2 ammo, 1 weight)

Choose 2:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Thieves' tools (1 weight)
- ☐ 3 uses of poison (choose one type) and a vial of antitoxin

Select your Initial Move

Choose one of these to start with:

☐ Mean Streets

You grew up on the streets, doing what it took to survive. You start with **dirty fighting**, and your maximum hit points are increased by 2. **Your area of expertise is picking pockets.**

☐ Thieves' Guild

You joined a thieves' guild: so long as you regularly perform jobs for the guild, they'll provide you with food, shelter, and security. When you **complete a job for your guild leader**, mark XP and they'll reward you in some way. **Your area of expertise is opening locks.**

☐ Treasure Hunter

You just wanted to find treasure and have fun. When you **discern realities**, you can ask the GM if there is any treasure for free, even on a miss. In addition, whenever you find treasure, you find something extra hidden away: the GM will describe it to you, and it is up to you to make it useful. **Your area of expertise is disabling traps.**

Extra Starting Moves

You also start with these moves:

☒ Evasion

When you **use defend**, so long as you have plenty of room to move about and aren't encumbered, you can roll +DEX instead of +CON.

☒ Sneak Attack

When an **ally deals damage to an enemy**, you take +1d4 damage forward against it using melee weapons. If you **aid** an ally in melee combat, on a 12+ you can deal your damage with a melee weapon instead of granting them +1 forward.

☒ Stealthy

You have the *stealthy* tag. When you **find a place to hide**, as long as you remain still and quiet, no one will notice you unless they happen to stumble across your hiding place.

☒ Tricks of the Trade

Choose an **area of expertise** that you didn't get from your **initial move**:

- * Disabling traps
- * Opening locks
- * Picking pockets

When you **use one of these skills**, roll +DEX. On a 10+, you get the job done. On a 7-9, there's an unforeseen complication or consequence—the GM will tell you what.

Advanced Moves

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

- ☐ Appraise
When you **closely examine noteworthy treasure**, you can ask the GM any one question about it. When you **act on the answer**, take +1 forward.
- ☐ Backstab
When using **sneak attack**, you instead deal +1d6 damage. When you **aid an ally in melee combat**, on a 10+ you can deal your damage instead of giving them +1 forward.
- ☐ Blend in With the Crowd
When you **are surrounded by people**, you can use **stealthy** to avoid notice and escape pursuers. Groups of people also don't impede your movement.
- ☐ Case the Joint
When you **spend a while observing a location that you want to break into**, roll +WIS. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 in addition to whatever the GM says. Spend hold, 1 for 1, to take +1 forward circumventing the location's defenses (guards, locks, traps, and so on).
- ☐ Chink in the Armor
Weapons with the *hand* and/or *precise* tags gain +2 *piercing*.
- ☐ Deadeye
You can use **sneak attack** with ranged weapons up to a range of *near*.
- ☐ Dirty Fighting
When you **hack and slash**, on a 12+ you can also deal your **sneak attack** damage to your target.
- ☐ Improved Evasion
When you **use evasion**, as long as you have hold, you have +1 armor ongoing.

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

- ☐ Apothecary
Requires: Poisoner
When you **have the time and materials**, you can make any poison you've used before. You can also make antitoxin, herbs and poultices, and healing salve.
- ☐ Bleeding Wounds
Requires: Hamstring
When you **deal damage with a melee attack**, on a 12+ anyone who deals damage to the target rolls twice and uses the highest result until the creature has time to heal or bandage its wounds.
- ☐ Deadly Precision
Replaces: Backstab
When using **sneak attack**, you instead deal +1d8 damage. When you **aid an ally in melee combat**, on a 7+ you can deal your damage instead of giving them +1 forward.
- ☐ Feint
Requires: Dirty Fighting
When you **defy danger against an attack**, on a 12+ take +1 forward against your attacker.
- ☐ Fleeting Shadow
Replaces: Silent Stalker
When you **use stealthy**, you can move as quickly as you like without revealing yourself.
- ☐ Gaps in the Armor
Replaces: Chink in the Armor
Weapons with the *hand* and/or *precise* tags gain *ignores armor*.
- ☐ Sniper
Requires: Deadeye
You can **use sneak attack** when making a ranged attack up to *far*. In addition, on a 12+ no one knows where the attack came from.

- ☐ Fast Talk
When you **spend a while conversing with someone**, take +1 to parley with them or convince them to go along with a plan or suggestion of yours.
- ☐ Hamstring
When you **hack and slash or volley**, on a 12+ you also cripple one of the target's limbs in some way – describe how.
- ☐ Hit And Run
When you **deal damage to an enemy**, on a 10+ instead of dealing additional damage, you move to any location within *reach*.
- ☐ Poisoner
You ignore the *dangerous* tag when using poisons.
- ☐ Quick Fingers
When you **use pick pocket**, on a 7+ nobody notices that you took anything right away. In addition, when you **hack and slash**, on a 10+ you can also take something from your target without them realizing it.
- ☐ Scrubbing
When you **pick a lock**, on a 10+ you do it within seconds.
- ☐ Silent Stalker
When you **use stealthy**, you can move about slowly without alerting anyone.
- ☐ Trapfinder
When you **discern realities**, you can ask the GM if there are any traps for free, even on a miss. If there are traps, the GM will also reveal how they are triggered and their likely effects.

- ☐ Grab and Dash
Requires: Quick Fingers
When you **use pick pocket**, on a 7+ you're gone before anyone realizes that anything was taken. When you **defy danger against an enemy within arm's reach**, on a 10+ you can also take something from them without them immediately realizing it.
- ☐ Keymaster
Requires: Scrubbing
When you **pick a lock**, on a miss you still open the lock in addition to whatever the GM says.
- ☐ Lightning Reflexes
Requires: Improved Evasion
When **an enemy would get the drop on you**, you get to act first. In addition, when you use evasion hold +1, and on a miss you still hold 1.
- ☐ Skill Mastery
Choose an **area of expertise**: when you use it, roll 3d6 and choose the two highest results.
- ☐ Trap Defense
Requires: Trapfinder
When you **defy danger against a trap**, take +1 forward against it. If you suffer damage, roll twice and take the lower result. If you explain the effects of the trap, whoever listens also gains the benefits of this move against it.
- ☐ Opening Tap
Requires: Scrubbing
As long as you have something solid to hit it with, you can attempt to open a lock without any other tools, and on a 7+ you do it within seconds.

