

GEAR • You start with this stuff, plus basic clothing.

Leather armor (1 armor, 1 wt)
Rations (5 uses ○○○○○, 1 wt)
2d10+Luck silver pieces (sp)

Roll 1d6:

- 1-2 ☐ Knife (1d4, *precise, hand*, 0 wt)
3-4 ☐ Dagger (1d4, 1 pierce, *precise, hand*, 0 wt)
5-6 ☐ Shortsword (1d6, *close*, 1 wt)

Roll 1d6:

- 1-2 ☐ 3 throwing knives ○○○ (1d4, *hand, close, reach, near, precise*, 0 wt)
3-4 ☐ Sling (1d4, *near, far*, 0 wt) and sling pouch (3 ammo ○○○, 1 wt)
5-6 ☐ Shortbow (1d6, *near, far*, 2-handed, 1 wt) and quiver (3 ammo ○○○, 1 wt)

SILVER (100sp=1 weight)

In hand _____

Stash (100sp=1 box)

□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

A better life awaits!

Load (STR+6) _____ **Weight carried** _____ ☐ Encumbered (-1 ongoing)

ADDITIONAL GEAR

NOTES

THIEF

Name _____ **Gender** _____ **Level** ____ **XP** _____

Appearance _____

Traits _____

Ability scores • Roll 3d6 in order and swap 2 scores of your choice.

ABILITY	MAX/CURRENT	MODIFIER	VALUE	MOD
Strength	____/____	STR ____	3	-3
Dexterity	____/____	DEX ____	4-5	-2
Constitution	____/____	CON ____	6-8	-1
Intelligence	____/____	INT ____	9-12	0
Wisdom	____/____	WIS ____	13-15	+1
Charisma	____/____	CHA ____	16-17	+2
Luck	____/____	LUC ____	18	+3

Armor _____ **Hit Die** d6 **Max HP** (Hit die +CON) _____

Current HP _____

Heritage • Roll 1d12.

- 1-7** ☐ **Human:** +1 to 2 different ability scores of your choice, excluding Luck.
When you *succumb to a Vice*, take +1 forward.
- 8-10** ☐ **Halfling:** +2 Luck.
When you *eat 1 more ration than necessary*, take +1 forward.
- 11** ☐ **Dwarf:** +2 Strength or +2 Constitution.
When you *sniff the air*, the Judge will tell you if there is gold nearby.
- 12** ☐ **Elf:** +2 Dexterity or +2 Wisdom or +2 Charisma.
When you *move*, you have perfect balance and a feather-light step.

Alignment • Roll 1d12.

- 1-2** ☐ **Evil:** Inflict physical or emotional harm on others for personal gain.
- 3-6** ☐ **Chaotic:** Sow discord, or destroy a symbol of order.
- 7-10** ☐ **Neutral:** Refuse to take a side when given the opportunity.
- 11-12** ☐ **Good:** Help those in need at your own expense.

STARTING MOVES • You start with all of these moves.

Tricks of the Trade ☐☐☐☐☐☐☐☐

This move may be taken multiple times. Each time you take this move, choose 1 **area of expertise**:

- | | | | |
|-------------------------------------|--------------------------------|-----------------------------------|--------------------------------------|
| ☐ Stealth | ☐ Locks | ☐ Poison | ☐ Disguise |
| ☐ Acrobatics | ☐ Traps | ☐ Treasure | ☐ Negotiation |

You start with **cunning** equal to your current level, +INT (minimum of 1). When you **take the time to brood in silence and plot your next move**, reset your cunning to your current level, +INT (minimum of 1).

When you **make any move that falls within an area of your expertise**, after you make the roll you may take +1 to that roll for each point of cunning you choose to spend.

Hide in Shadows

When you **are out of sight and remain quiet and still**, you may spend 1 cunning to go completely unnoticed until someone is right on top of you.

Move Silently

When you **sneak from one place to another**, name a goal within sight and roll +DEX: **on a 10+**, you do it, and take +1 forward against whomever failed to notice you; **on a 7-9**, choose 1 from the list below.

- * They notice you right away, but you have the upper hand and take +1 forward
 - * You have to stop when you're only part way there, or else they'll notice you
 - * They notice you as soon as you reach your goal, and you take -1 forward
-

Purloin

When you **take something out from under someone's nose**, roll +DEX: **on a 10+**, it's yours, and they won't notice until they look for it; **on a 7-9**, it's yours, but they notice it's gone right away.

Pick Locks or Disarm Traps

When you **attempt to neutralize or circumvent a mechanical device with sufficient tools**, roll +DEX: **on a 10+**, you do it, as well as could be expected; **on a 7-9**, you do it, but the Judge chooses 1 from the list below.

- * Your tampering attracts unwanted attention
 - * It'll work, but there's a hitch (ask the Judge what)
 - * You expend resources of the Judge's choice (tools, ability points, etc.)
-

Backstab

When you **use a hand weapon to attack a surprised or defenseless target**, you can choose to deal your damage or roll +DEX: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1.

- * You dodge back out of reach
 - * You deal your damage twice
 - * You create an advantage: +1 forward to you or the next ally who acts upon it
-

ADVANCED MOVES • Choose 1 of these moves each time you reach an odd-numbered level (3, 5, etc.)

☐ Lucky Dog

When you **Level Up**, you regain 1d6 Luck instead of 1.

☐ Sharpshooter

When you **deal damage with a missile weapon**, deal your damage +DEX and ignore WIS points of your target's armor (minimum 0).

☐ Slip Free

When you **escape from bonds of any kind**, roll +DEX: **on a 10+**, you're free, make the most of it; **on a 7-9**, you're free, but choose 1:

- * You leave something or someone important behind
 - * You incur some injury or disadvantage (ask the Judge what)
 - * Whoever bound you in the first place knows that you're free
-

☐ Evade

When you **roll a 7-9 to Fight**, you may forego dealing damage and spend 1 cunning to reduce the damage you suffer by 1+DEX (minimum 1).

☐ Feint

When you **roll a 7-9 to Fight**, take +1 forward against your foe.

☐ Scale Sheer Surface

When you **climb something a person should not be able to climb**, you may Make a Saving Throw to do so.

☐ Sense Danger

When you **should be surprised**, you're not, and you always act first in any situation where it matters.

☐ Assassinate

When you **declare an individual as your mark**, and later deal damage to your mark by Backstabbing, that damage is doubled. You may only have one mark at a time, and must spend 2 cunning to choose a new mark.

☐ Poisoner

When you **have the knowledge and supplies to brew a poison**, you may spend 1 day of downtime brewing that poison, and gain 3 uses of that poison.

☐ Fence

When you **Find a Buyer in a familiar steading**, you may spend 1 cunning to treat that move as if you rolled a 10+.

☐ Mercenary [min. +1 STR and level 5; must be Neutral, Chaotic, or Evil]

If you **have killed for pay**, you may begin multiclassing as a Fighter, and gain those Starting Moves right now.

☐ Danger to Society [min. +1 INT and level 5; must be Chaotic or Evil]

If you **have spent 1 month of downtime studying spells**, you may begin multiclassing as a Magic-User. Gain those Starting Moves now, choosing your starting spells from those which you have studied.
