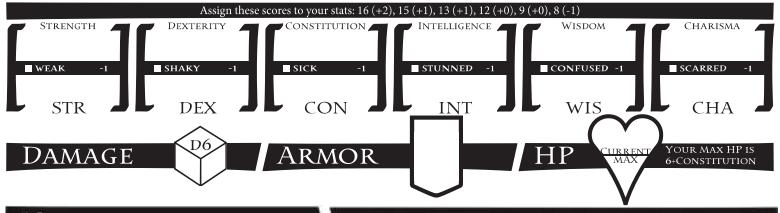
NAME

Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley

LOOK

Shifty Eyes or Criminal Eyes Hooded Head, Messy Hair, or Cropped Hair Dark Clothes, Fancy Clothes, or Common Clothes Lithe Body, Knobby Body, or Flabby Body



MISSION

STARTING MOVES

MOTIVATION

- CURIOSITY: Learn a secret about an enemy
- ☐ FAME: Gain a reputation.
- \square HEROIC: Ignore danger to aid another.

WEAKNESS

- ☐ DAREDEVIL: Leap into danger.
- \square GREED: Steal whenever possible.
- ☐ PACIFIST: Avoid killing or drawing blood.

BONDS

me.

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

I stole something from ______.

has my back if things go wrong.

knows incriminating details about

I will show _____ who really knows how to be a thief.

ACROBAT

When you **Defy Danger** using Dexterity or **Defend** while unencumbered, take +1.

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 two. *On a 7-9 choose one.

- 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

HIDE IN SHADOWS

When you keep still in shadows or darkness, enemies never spot you until you make a movement.

TRAP EXPERT

When you spend a moment to survey a dangerous area, roll+DEX. *On a 10+, hold 3. *On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

When you pick locks 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.

THE BURGLAR

LEVEL

GEAR Your load is 9+Str. You start with leather armor (1 armor, 1 Choose one: weight), lockpicks, rations (5 uses, 1 weight), and 10 coins. ☐ Rope & grappling hook (1 weight) ☐ Bandages (3 uses, 4hp each, 0 weight) Choose your arms: ☐ Short Sword (close, 1 weight) and Crowbar (-1 to hit, close, 1 weight, +1 to Strength to open) □ 2 Daggers (hand, 2 weight) and 3 darts (thrown, near, 1 weight) ADVANCED MOVES When you gain a level from 2-5, choose from these moves. When you gain a level from 6-10, choose from these moves or the level 2-5 moves. □ ALERTNESS When you must Discern Realities about an unknown threat or \sqcap ALARMS while Taking Watch, you take +1 forward. When you Make Camp you can set up alarms that will awaken you if anyone enters the radius of where you are resting. □ AMBIDEXTROUS When you strike an enemy with two weapons at once, add an extra □ EXTREMELY CAUTIOUS 1d4 damage for your off-hand strike. Replaces: Cautious When you use trap expert you always get +1 hold, even on a 6-. On \sqcap CAUTIOUS a 12+ you get 3 hold and the next time you come near a trap the GM When you use trap expert you always get +1 hold, even on a 6-. will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage. \Box CHEAP SHOT \square ESCAPE ROUTE When using a precise or hand weapon, your backstab deals an extra +1d6 damage. 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 ☐ FAST ON YOUR FEET stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what. When you're unencumbered, you have +1 armor. $\ \ \square \ MASTER \ ACROBAT \ (Replaces \ Acrobat)$ ☐ FLORENTINE Replaces: Ambidextrous When you Defy Danger using Dexterity or Defend while When you strike an enemy with two weapons at once, add an extra Unencumbered, take +2. 1d8 damage for your off-hand strike. \sqcap NIGHT SIGHT Halve penalties that you would normally suffer due to darkness. □ HEIST When you take time to make a plan to steal something, name the $\sqcap S$ HADOW thing you want to steal and ask the GM these questions. When When you follow an NPC through an urban environment, roll acting on the answers you and your allies take +1 forward. +WIS. *On a 10+, hold 3. *On a 7+, hold 1: • Who will notice it's missing? • Gain a useful bit of information about your quarry, the GM will • What's its most powerful defense? tell vou what • Who will come after it? • Who else wants it? • Your quarry isn't aware of your presence • You discover your quarry's final destination ☐ INVISIBILITY \square SHADOW WALKER You can make yourself effectively invisible so long as you move no When you move no faster than a walk through shadows or faster than a walk. Your footsteps are also almost imperceptible darkness, enemies cannot spot you. while you are walking.

 \sqcap STRONG ARM, TRUE AIM

7-9.

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a

 \square SILENT MOVE

 \square Steady Feet

or while on unsteady ground.

When you move unencumbered, you make no sound.

You are able to keep your balance while moving on difficult ground