

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

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

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

MISSION

STARTING MOVES

MOTIVATION

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

WEAKNESS

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

BONDS

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 me.

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

XP

GEAR

Your load is 9+Str. You start with leather armor (1 armor, 1 weight), lockpicks, rations (5 uses, 1 weight), and 10 coins.

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)

Choose one:

- Rope & grappling hook (1 weight)
- Bandages (3 uses, 4hp each, 0 weight)

ADVANCED MOVES

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

ALERTNESS

When you must **Discern Realities** about an unknown threat or while **Taking Watch**, you take +1 forward.

AMBIDEXTROUS

When you strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.

CAUTIOUS

When you use trap expert you always get +1 hold, even on a 6-.

CHEAP SHOT

When using a precise or hand weapon, your backstab deals an extra +1d6 damage.

FAST ON YOUR FEET

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

MASTER ACROBAT (Replaces Acrobat)

When you **Defy Danger** using Dexterity or **Defend** while Unencumbered, take +2.

NIGHT SIGHT

Halve penalties that you would normally suffer due to darkness.

SHADOW

When you follow an NPC through an urban environment, roll +WIS. *On a 10+, hold 3. *On a 7+, hold 1:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Your quarry isn't aware of your presence
- You discover your quarry's final destination

SHADOW WALKER

When you move no faster than a walk through shadows or darkness, enemies cannot spot you.

SILENT MOVE

When you move unencumbered, you make no sound.

STEADY FEET

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

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

ALARMS

When you Make Camp you can set up alarms that will awaken you if anyone enters the radius of where you are resting.

EXTREMELY CAUTIOUS

Replaces: Cautious

When you use trap expert you always get +1 hold, even on a 6-. On a 12+ you get 3 hold and 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.

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.

FLORENTINE

Replaces: Ambidextrous

When you strike an enemy with two weapons at once, add an extra 1d8 damage for your off-hand strike.

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?

INVISIBILITY

You can make yourself effectively invisible so long as you move no faster than a walk. Your footsteps are also almost imperceptible while you are walking.

STRONG ARM, TRUE AIM

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 7-9.