

Name

Look

Cold eyes, Shifting eyes, or Hollow eyes  
messy hair, hood or scarf, or shaved head  
Dark garments, worn tunic, or cobbled-together outfit  
Lithe build, slight build, or Lanky build

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

Strength

Weak -1

Dexterity

Shaky -1

Constitution

Sick -1

Intelligence

Stunned -1

Wisdom

Confused -1

Charisma

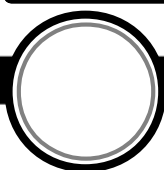
scarred -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

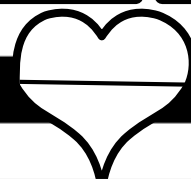
Damage



Armour



HP



Max HP is 6 + Constitution

Drive

- Wealth:** Steal something of value.
- Spite:** Make someone suffer for slighting you
- Discord:** Avoid or escape from trouble without resolving it

Starting Moves

**Backstab**

When you attack a surprised or defenceless 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:

- Their armour is reduced by 1 until the repair it.
- You create an advantage that gives +1 forward to you or an ally acting on it.
- You deal your damage +1d6.
- You don't get into a fight with them.
- 

**Stay Out of the Light**

When you hide in shadows or darkness, you cannot be detected by any normal means until you reveal yourself.

Race

BONDS

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

\_\_\_\_\_ Knows something I wish they didn't.

I used \_\_\_\_\_ to provide a crucial distraction on a big job.

\_\_\_\_\_ Doesn't trust me, rightfully so.

\_\_\_\_\_ has all the subtlety of a falling anvil.

The Cloak

Level  
XP

# Gear

Your load is 8 + STR. You start with your own clothes (or someone else's), some dungeon rations (5 uses, 1 weight), a Backpack and adventuring gear (5 uses, 1 weight). and choose two piece of subtle gear:

- Leather armour (1 armour, 1 weight).
- Healing potion.
- Rapier (close, precise, 1 weight).
- Ragged bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight).
- Dagger (hand, 1 weight).
- Short sword (close, 1 weight)
- Three throwing daggers (thrown, near, 0 weight).

# Advanced Moves

When you gain a level from **2-5**, choose from these moves or choose a spell from the next page.

## Following

When you follow or shadow someone, roll+DEX.

- On a 10+, you find out exactly what they're up to without arousing suspicion.
- On a 7-9, it's either an impression of their doings or you can reveal yourself to learn more.

## Subtle Dabber

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability act undetected.

## Like a Ghost

When you roll for another move that you want to perform in a clandestine manner, you may choose options equal to your DEX or less (but not fewer than none), and then tell the other players:  
...how you draw attention elsewhere instead of to you.  
...how you stay out of sight.  
...that you remain silent.  
...why you leave no trace behind.

On a 10+, all that you say is true. On a 7-9, the GM chooses one of your statements to be false, the others are true. On a miss, no guarantees.

## Cheap Shot

Requires: Backstab

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

## Improvised Weapon

Anything solid that you can pick up, you can use as a weapon with the appropriate range (usually hand).

## Shoot First

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.

## Underdog

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

When you gain a level from **6-10**, you may choose from these moves as well.

## 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.

## 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.

## Subtle Initiate

Requires: *Subtle Dabber*

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability act undetected.

## Fade Away

Requires: Stay Out of the Light

While you stay still or act meek and unobtrusive, even in broad daylight, people only notice you if they are looking for you specifically.

## Unseen Hand

When you leave a room or other location, you can name something small that you saw that no one else was using or studying. You took it.

## Dirty Fighter

Replaces: Cheap Shot

When using a precise or hand weapon, your backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

## Serious Underdog

Replaces: Underdog

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