

Name

Look

Haunted Eyes, Sharp Eyes, or Maddened Eyes  
Styld Hair, Wild Hair, or Hood  
Worn Robes, Stylish Robes, or Strange Robes  
Pudgy Body, Creepy Body, or Thin Body

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

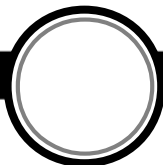
Scarred -1

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 4 + Constitution

Drive

- Reckless pursuit:** Risk your life to get access to a magical spell.
- Competition:** beat someone at their own game
- Hunger for knowledge:** Learn something new and fascinating

Race

Starting Moves

**Spell Mimicry**

When you see or experience a magical effect and try to copy it, roll+INT. On a hit, you have memorized it like a spell, but on a 7-9, you must forget a spell you already have memorized. If you have no spells to forget, you can memorize this new one only if you also take a debility. When you forget this spell, you may not memorize it again. If you memorize an offensive ability, your magic does the same damage as the original. You may retain 4 such spells at a time, and may elect to release one at any time.

**Cast a Mimicked Spell**

When you cast a spell you have mimicked, roll+INT. On a 10+, the spell is successfully cast and you may cast it again. On a 7-9, the spell is successfully cast, but choose one:

- The spell is forgotten. You may not cast it again.
- You cause unintended harm or damage.
- Maintaining spells with ongoing effects imposes a -1 penalty to using this move.

And choose one of these to start with (the other may be selected as a 2-5 advanced move):

**Tools of the Trade**

When you have time to prepare for a job, you can produce the tools you need later on. When you produce them, say what they are and roll+INT. On a 10+, they work perfectly and aren't even the only thing inside your black bag. On a 7-9, either there's plenty more where that one came from but the GM will add a tag or a complication to it, or this is the last thing up your sleeve and it works perfectly. On a miss, there is probably something wrong with your tools.

**Tricks of the Trade**

When you pick locks or pockets 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 a cost, danger, and suspicion.

BONDS

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

I like to show off for \_\_\_\_\_.

I don't think \_\_\_\_\_ approves of my lifestyle.

\_\_\_\_\_ has my back when things go wrong.

\_\_\_\_\_ and I are the only survivors of a dubious adventure.

The Spellthief

Level  
XP

# Gear

Your load is 7 + STR. You start with your clothes, a backpack or shoulder bag, dungeon rations (5 uses, 1 weight), your black bag of tools (1 weight), and choose two:

- Adventuring gear (5 uses, 1 weight).
- Dagger (hand, 1 weight).
- Leather armour (1 armour, 1 weight).
- Sword (close, 2 weight).
- Bag of books (5 uses, 2 weight).
- Staff (close, two-handed, 1 weight).
- Two healing potions.

# Advanced Moves

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

## The Long Climb

When you assess a stretch of dangerous terrain between you and an objective, the GM will sketch out a map or diagram to help you plot your approach. Working together, make note of a number of useful features equal to your level, and take +1 forward when you make use of them.

## Face Like a Mask

You can mimic the appearance of another person as if it were a spell, if you touch them.

## Breakin'

When you scout a location with the intention of breaking in, roll+INT. On a 10+, ask the GM three questions from the list below. On a 7-9, ask one:

- What's my best way in?
- What's out of place here?
- What's the greatest danger here?
- Where do they keep the valuables?

Take +1 forward when you take advantage of the answers.

## Monster Mash

You can mimic non-magical monster moves, as if they were spells. You may retain 2 such monster moves at a time, and may release one at any time.

## Safecracker

*Requires: Tools of the Trade*

When you use your tools to break through a door, safe, wall, or other sealed obstacle, roll+DEX. On a 10+, choose two option from the list below. On a 7-9, choose one: It doesn't cost you anything. You do it quickly. You do it quietly.

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

## Better Mimic

When you cast a spell you have mimicked, on a 10-11, you may choose from the 7-9 list in order to double the effects of the spell or ignore the -1 penalty if it is ongoing. On a 12+, you may choose either of those options with no consequences.

## Leg Work

You can spend a preparation to reveal a safe house or a secret stash of supplies close to a place you intend to break into.

## 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.

What's its most powerful defence?

Who else wants it?

Who will come after it?

Who will notice it's missing?

## Face Dancer

*Replaces: Face Like a Mask*

You can mimic someone's appearance and mannerisms just like a spell, if you touch them. While disguised, you sound and move like them, and only your lack of their memories will give you away.

## 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.

## **Perfect Replica**

*Requires: Monster Mash*

You can mimic the non-magical abilities of other people, as if they were spells.

## Evasion

When you defy danger, on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.