

# DUNGEON WORLD

NAME: \_\_\_\_\_

**THIEF**

LEVEL

XP

STAT    STAT    MOD    DEBILITY

**STR**

WEAK

**INT**

STUNNED

**WIS**

CONFUSED

**DEX**

SHAKY

**CON**

SICK

**CHA**

SCARRED

16 (+2) 15 (+1) 13 (+1) 12 (+0) 9 (+0) 8 (-1)

Shifty Eyes or Criminal Eyes

Hooded Head, Messy Hair, or Cropped Hair

Dark Clothes, Fancy Clothes, or Common Clothes

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +6

## STARTING MOVES *(You start with all of these)*

### TRAP EXPERT

When you spend a moment to survey a dangerous area, ROLL+DEX.

10+: Hold 3      7-9: Hold 1

Spend hold one-for-one 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 pockets or disable traps, ROLL+DEX.

10+: You do it, no problem.

7-9: You succeed, but must choose two complications from *suspicion/danger/cost*.

### BACKSTAB

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage *or* ROLL+DEX.

10+: Choose two.      7-9: Choose one.

- You don't get into melee with them.
- You create an advantage, +1 forward to you or an ally acting on it.
- Reduce their **armor** by 1 until they repair it.

### FLEXIBLE MORALS

When someone tries to detect your alignment you can tell them any alignment you like.

### POISONER

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer *dangerous* for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are **Applied**, meaning you have to carefully apply it to the target or something they eat or drink. **Touch** poisons just need to touch the target, they can even be used on the blade of a weapon.

- Oil of Tagit** (Applied): The target falls into a light sleep.
- Bloodweed** (Touch): The target deals -1d4 damage ongoing until cured.
- Goldenroot** (Applied): The target treats the next creature they see as a trusted ally until it is proven otherwise.
- Serpent's Tears** (Touch): Anyone dealing damage to the target rolls twice and takes the better result.

## RACE

### HALFLING

When you attack with a ranged weapon, deal +1 damage.

### HUMAN

You are a professional. When you Spout Lore or Discern Realities about criminal activities, take +1.

## ALIGNMENT

### CHAOTIC

Leap into danger without a plan.

### NEUTRAL

Avoid detection or infiltrate a location.

### EVIL

Shift danger or blame from yourself to someone else.

## BONDS *(Fill in the name of one of your companions in at least one bond:)*

I stole something from \_\_\_\_\_.

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

\_\_\_\_\_ knows incriminating details about me.

\_\_\_\_\_ and I have a con running.

# ADVANCED MOVES *(Choose one new move each time you gain a level.)*

## LEVEL 2-10 MOVES

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### CHEAP SHOT

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

### CAUTIOUS

When you **use Trap Expert** you always get +1 hold, even on a 6-.

### WEALTH AND TASTE

When you **make a show of flashing around your most valuable possession**, choose someone present. They will do anything they can to obtain your item or one like it.

### SHOOT FIRST

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

### POISON MASTER

After you've used a poison once it's no longer *dangerous* for you to use.

### ENVENOM

You can apply even complex poisons with a pinprick. When you apply a poison that's not *dangerous* for you to use to your weapon it's **touch** instead of **applied**.

### BREWER

When you **have have time to gather materials and a safe place to brew** you can create three doses of any one poison you've used before.

### UNDERDOG

When **you're outnumbered**, you have +1 **armor**.

### CONNECTIONS

When **you put out word to the criminal underbelly about something you want or need**, ROLL+CHA.

10+: Someone has it, just for you.

7-9: You'll have to settle for something close or it comes with strings attached, your call.

## LEVEL 6-10 MOVES

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### DIRTY FIGHTER *Replaces: Cheap Shot*

When **using a precise or hand weapon**, your **Backstab** deals an extra +1d10 damage and all other attacks deal +1d6 damage.

### 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 discover 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.

### ALCHEMIST *Replaces: Brewer*

When you **have have time to gather materials and a safe place to brew** you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you can create it, but with one or more caveats:

- It will only work under specific circumstances
- The best you can manage is a weaker version
- It'll take a while to take effect
- It'll have obvious side effects

### SERIOUS UNDERDOG *Replaces: Underdog*

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

### EVASION

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

### 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.

### ESCAPE ROUTE

When **you're in too deep and need a way out**, name your escape route and ROLL+DEX.

10+: You're gone.

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.

### 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.

### 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?

## GEAR *(Your Load is 9+STR.)*

You start with one **dungeon rations** (1 weight, 5 uses), **leather armor** (1 armor, 1 weight), 3 uses of your chosen **poison**, and **10 coin**.

*Choose your arms:*

- Dagger** (Hand, 1 weight) and **short sword** (Close, 1 weight)
- Rapier** (close, precise, 1 weight)

*Choose a ranged weapon:*

- 3 throwing daggers** (Thrown, Near, 0 weight)
- Ragged Bow** (Near, 2 weight) and bundle of arrows (5 ammo, 1 weight) ○○○○

*Choose one:*

- Adventuring gear** (1 weight) ○○○○
- Healing potion**

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