

# The Thief

You are a cunning, criminal vagabond, capable of stealing even the most well-guarded treasures, perhaps committed to crime and theft for its own sake.

Name: \_\_\_\_\_

## Species

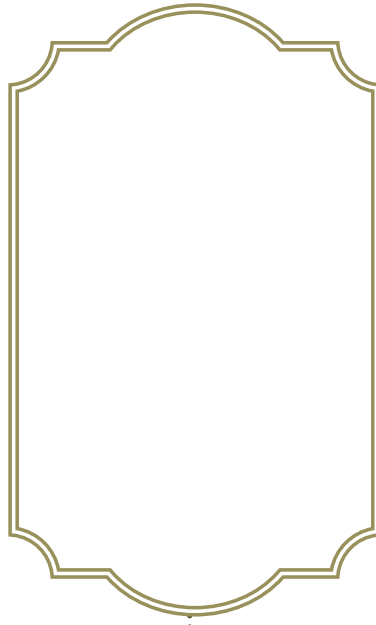
- fox, mouse, rabbit, bird, racoon, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- worn, fidgety, inconspicuous, flamboyant
- black cape, large bag, old broken weapon, stolen scarf

## Demeanor

- fast-talking, quiet, angry, friendly



## CHOOSE YOUR NATURE

Kleptomaniac

Clear your exhaustion track when you try to selfishly steal something valuable or important.

Rebellious

Clear your exhaustion track when you grievously insult, defy, or anger figures of authority.

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

- I have no better way to get food, water, shelter, and money
- I am on the run from "associates"
- I am mistrusted by other denizens
- I am pursuing a treasure
- I am being hunted by a powerful official

### Whom have you left behind?

- my partner-in-crime
- my family
- my loved one
- my protector
- my benefactor

**Which faction have you served the most?** (mark two prestige for appropriate group)

**With which faction have you earned a special enmity?**

(mark one notoriety for appropriate group)

## Your Drives

### CHOOSE TWO DRIVES

Freedom

Advance when you free a group of denizens from oppression.

Greed

Advance when you secure a serious payday or treasure.

Ambition

Advance when you increase your reputation with any faction.

Thrills

Advance when you escape from certain death or incarceration.

## Your Connections

### Professional

I stole something important, something needed or craved, for \_\_\_\_\_.  
I proved my worth to them.

*If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they attempt a roguish feat, you gain choices on the help move as if you had marked 2-exhaustion when you mark 1-exhaustion.*

### Friend

\_\_\_\_\_ sprang to get me out of holding, whether they bailed me out or rescued me. I owe them.

*When you help them, you can mark 2-exhaustion to give a +2, instead of 1-exhaustion for a +1.*

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
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_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3

NOTORIETY

PRESTIGE



Charm [0]



Cunning [0]



Finesse [+2]



Luck [+1]



Might [-1]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INJURY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EXHAUSTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEPLETION

## Roguish Feats

CHOOSE FOUR FEATS TO START

- |   |  |
|---|--|
| <input type="checkbox"/> Acrobatics     | <input type="checkbox"/> Pickpocket      |
| <input type="checkbox"/> Blindside      | <input type="checkbox"/> Sneak           |
| <input type="checkbox"/> Counterfeit    | <input type="checkbox"/> Pick Lock       |
| <input type="checkbox"/> Disable Device | <input type="checkbox"/> Sleight of Hand |
| <input type="checkbox"/> Hide           |  |

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- |  |  |
|--|--|
| <input type="checkbox"/> Cleave                | <input type="checkbox"/> <b>PARRY</b>      |
| <input type="checkbox"/> <b>CONFUSE SENSES</b> | <input type="checkbox"/> Quick Shot        |
| <input type="checkbox"/> Disarm                | <input type="checkbox"/> Storm a Group     |
| <input type="checkbox"/> Harry                 | <input type="checkbox"/> <b>TRICK SHOT</b> |
| <input type="checkbox"/> <b>IMPROVISE</b>      | <input type="checkbox"/> Vicious Strike    |

## Your Moves CHOOSE THREE

### Breaking and Entering

When you **attempt roguish feats** to get into or out of a place you've previously been, you can mark exhaustion to make the move as if you had rolled a 10+, instead of rolling.

### Disappear Into the Dark

When you **slip into shadows while unnoticed**, mark exhaustion and hold 1. As long as you remain quiet, move slowly, and hold 1 for this move, you will remain hidden. If you inadvertently reveal yourself, lose your hold. Spend your hold to reveal yourself from a darkened place, suddenly and without warning. If you attack someone immediately after spending the hold, take +3 on the roll.

### Rope-a-Dope

When you **evade and dodge your enemy so as to tire them out**, roll with Finesse. On a hit, you can mark exhaustion to make them mark 2-exhaustion. On a 10+, you can mark exhaustion to make them mark 3-exhaustion. On a miss, they catch you in the middle of a dodge—you're at their mercy.

### Small Hands

When you **grapple** with an enemy larger than you, roll with Finesse instead of Might. On a miss, they overpower you—you're at their mercy.

### Master Thief

Take +1 Finesse (max +3).

### Nose for Gold

When you **figure someone out**, you can always ask (even on a miss):

- what is the most valuable thing they are carrying?

When you **read a tense situation**, you can always ask (even on a miss):

- what is the most valuable thing here?

## Equipment

STARTING VALUE: 6 CARRYING: \_\_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_\_