

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ Lockpicks
- ◆ Leather armor (+1 armor)
- ◆ A shortsword
- ◆ Your poison (3 uses) ○○○

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

Throwing Darts (2 ammo)

Mark this if you've chosen the "Life of Crime" Background.

The Epoch Lens

Mark this if you've chosen the "Treasure Hunter" Background. A device from a forgotten age. Looking at an object through the lens reveals visions of who made it and where it came from.

Adventuring Gear (5 uses) ○○○○○

Mark this if you've chosen the "Trickster" Background. Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.

Intelligence (INT) Recall facts, use magic, quick thinking.

Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.

Constitution (CON) Withstand poison, defend others, toughen things out.

Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.

Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

THIEF

You're the sneakiest member of your party. Your allies will count on you to deal with the dangerous traps and locks that bar your path. While you may not be strong in a face-to-face fight, if you get the drop on a foe you can Backstab them and do some serious damage.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Herova, Dominic, Mo, Kiernan, Lila, Scars Riley, Bones, Mad-Eye Greedy, Psycho Sal

Look: _____

Examples: Shifty Eyes, Messy Hair, Dark Clothes, Knobby Body, Honest Face, Inscrutable Features, Human, Elf, Dwarf, Halfling, Gnome, Orc

A personal goal (and why):

Examples: treasure, revenge, escape, tracking, an assassination, information gathering

A memory that made you YOU:

Examples: An old partner, a botched heist, a murder, an elusive legend, a loved one

Knowledge of the area:

Examples: What reliable contact resides here? What criminal operation holds sway here? What is the most valuable thing here?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Who here has my back when things go wrong?

Who here have I worked with before?

Who here knows incriminating details about me?

Who here knows where I stashed my loot?

Who here doesn't trust me? Why?

Who here do I not trust? Why?

Backgrounds

(Choose one)

Life of Crime

+2 DEX, +1 STR

You start with **throwing darts**. (2 ammo).

You've lead what is easily described as a "colorful" life. You're also very well connected to the criminal underworld. **When you ask your connections about something you want or need**, roll+CHA.

On a 10+, someone has it, just for you.

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

Treasure Hunter

+2 DEX, +1 WIS

You start with **the Epoch Lens**.

You fancy yourself a delver of lost treasure. Usually, you come up empty-handed. But those other times (rare as they might be) make it all worthwhile. **When you use Trap Expert** you always get +1 hold, even on a 6-. Additionally, **when you Discern Realities**, no matter the outcome, you may also ask, "Is there treasure here that I don't know about?"

Trickster

+2 DEX, +1 CHA

You start with **adventuring gear (5 uses)**.

You've got a silver tongue and a reputation for bending the rules and causing mischief. **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.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- Stand up to a bully or tyrant
- Forego comfort or advantage to do the right thing
- Cause trouble for your allies by taking an unnecessary risk
- Put someone in their place for disrespecting you
- Get someone to act on false information

Stats

Hit Points _____ /18

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.

Armor _____

Subtract your armor from any damage you take.

Damage 1d8

Bonus Damage _____

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your Background. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA
<input type="checkbox"/> Weakened -1 ONGOING STR & DEX	<input type="checkbox"/> Dazed -1 ONGOING INT & WIS	<input type="checkbox"/> Miserable -1 ONGOING CON & CHA

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive



- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

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 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 suspicion, danger, or cost.

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
- ◆ Your attack deals +1d6 additional damage
- ◆ You create an advantage, granting +1 Forward to you or an ally acting on it
- ◆ Reduce their armor by 1 until they repair it

Poisoner

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is not dangerous for you to use, and when you have time, material, and safety to brew, you can make more of it. 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 proven otherwise.
- Serpent's Tears** (touch): Anyone dealing damage to the target rolls twice and takes the better result.

Advances

When you use XP to gain an **Advance**, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

Cheap Shot

When you deal damage with Backstab, deal an additional +1d6 damage.

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 is delivered by touch instead of applied.

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 armor.

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.

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.