

# Rackham the Thief

A practical, capable, cynical rogue. Rackham always has their eye on the prize, looking for the biggest score and the biggest mark...but they have much more of a heart than they let on.



Charm 0 • Cunning +1 • Finesse +2 • Luck +1 • Might -1

## Your Nature

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

## Your Drives

**Ambition:** Advance when you increase your reputation with any faction.

**Thrills:** Advance when you escape from certain death or incarceration.

**Roguish Feats:** Acrobatics, Counterfeit, Pickpocket, Pick Lock

**Weapon Skills:** Trick Shot

## Your Moves

**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.

**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.

## YOUR CONNECTIONS

### 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.

### 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.

## Background

Rackham comes from Hacksaw Dell, where they were raised in a comfortable, simple life—something they knew they had to escape! They've always craved excitement and luxury, and they've always hated the authority figures that told them to quiet down, follow the rules, just accept what they already had. Rackham left Hacksaw Dell to seek excitement and riches, and they've found plenty of excitement, even if riches tend to go out just as fast as they roll in. Now, Rackham has returned to their home to show off a bit, but also to help their home define itself free of the authority of the Eyrie or the Marquisate!

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<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

## Your Equipment

CARRYING: 2 BURDENED: 3 MAXIMUM CARRY: 6

Hand Crossbows

- **Range:** Close, Far | **Weapon skill tags:** Trick Shot, Quick Shot
- **Hair Trigger:** Mark wear to *target a vulnerable foe* at close range instead of far.
- **Weighty:** This item counts as 1 additional Load.

## YOUR REPUTATION

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