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.
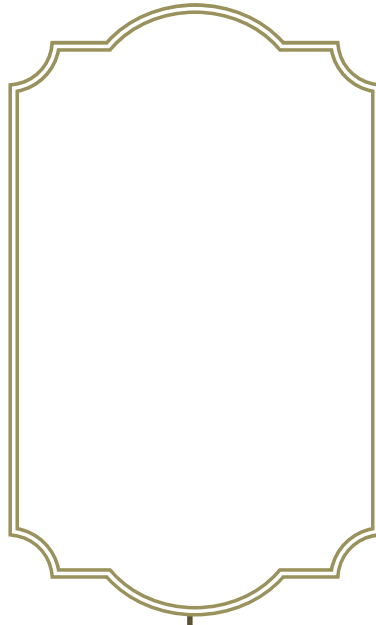
Name:
_____

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

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)

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.

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	-2	-1	+0	+1	+2	+3
_____	☐☐☐	☐☐☐	☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	
_____	☐☐☐	☐☐☐	☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	
_____	☐☐☐	☐☐☐	☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	
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_____	☐☐☐	☐☐☐	☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	

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
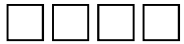
☐	☐	☐	**INJURY**
☐	☐	☐	**EXHAUSTION**
☐	☐	☐	**DEPLETION**

Roguish Feats

CHOOSE FOUR FEATS TO START

☐ Acrobatics   ☐ Pickpocket
☐ Blindside   ☐ Sneak
☐ Counterfeit   ☐ Pick Lock
☐ Disable Device   ☐ Sleight of Hand
☐ Hide

Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

☐ Cleave   ☐ **Parry**
☐ **Confuse Senses**   ☐ Quick Shot
☐ Disarm   ☐ Storm a Group
☐ Harry   ☐ **Trick Shot**
☐ **Improvise**   ☐ 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): _____