



# Starting moves

## Backstab

When you attack someone up close and they don't see it coming, you can choose simply to deal your damage, or to roll+DEX. On 10+, deal damage and pick 2. On 7-9, deal damage and pick 1:

- Deal +1d4 damage
- Strike a weak spot, ignoring armour
- They can't slip away or raise the alarm
- You vanish before they can react
- You create an opportunity for yourself or an ally: if you/they act on it, gain advantage

## Danger Sense

You can always ask the GM "Is there an ambush or trap here?" and get an honest answer without a roll. If they say yes, then roll+INT. On 10+, ask both. On 7-9, ask one:

- What will trigger it?
- What will happen once it's triggered?

## Move Silently, Hide In Shadows

When you Defy Danger by being stealthy, you have advantage. You can't use this move if you are carrying more than your maximum load.

## Tricks of the Trade

When you pick locks or disable traps, roll+DEX. On a 10+, you do it, no problem. On a 7-9, you do it, but the GM will offer you two options involving suspicion, danger, or cost.

## Intimidating

When you Parley using violence or threats, you have advantage.

Choose one background:

### Assassin

Choose a poison (ask the GM for the long list) and start with a vial (two uses) in your gear. You are immune to that poison. You can produce a vial of any other poison or antidote anytime by spending supplies.

When you Spout Lore about poison, venom or antidote, you have advantage.

### Operative

When you declare that you have a contact in the area, someone who can help, name them and roll+CHA. On 10+, they can help: tell us why they are willing. On 7-9, pick 1:

- They still hold a grudge from last time
- They swore off this sort of thing a long time ago
- You can't exactly, um, trust them

When you convert Undefined gear to something specific, you can produce just the right small item for the mission.

### Street Rat

When you have a moment's distraction and nearby cover, you can disappear, just like that.

At any time, you can spend 1 experience point to produce any small item, as long as you can explain which NPC you stole it from.

### Tomb Raider

When you Spout Lore about ancient ruins, tombs and their contents, you have advantage.

When you convert Undefined gear to something specific, you can produce obscure, even minor magical items, as long as you can explain where you got them.

# Advances

Spend 5 experience at any time to choose one.

## Improved Stat

Increase any stat by 1 (max +2).

## Superior Stat

Increase any stat by 1 (max +3). (Requires Improved Stat and at least 1 other advance.)

## Catlike Tread

When you are unfettered and unencumbered, take disadvantage whenever you (or someone else) deals damage to you that you could dodge.

## Dabbler

When you fiddle with a magical device, roll+INT. On 10+, you figure out how to activate it reliably. On 7-9, you can activate it just this once.

## Eye On The Door

When you and your allies need to get out of here, name your escape route and roll+INT. On 10+, you're gone. On 7-9, you can stay or go, but if you go, the GM will tell you what or who you leave behind... or take with you that you didn't intend.

## Fight Dirty

When you Backstab, gain advantage on the damage roll.

## Pants On Fire

When you Defy Danger by being deceitful, treat 7-9 as 10+. When another player uses Discern Realities or Parley on you, you need not be honest with your answers.

# Stats

Assign +2, +1, +1, +0, +0, -1.

Hint: Thieves do well with high DEX.

## Strength

### Weakened

disadvantage to STR and DEX

## Dexterity

## Intelligence

### Dazed

disadvantage to INT and WIS

## Wisdom

## Constitution

### Miserable

disadvantage to CON and CHA

## Charisma