

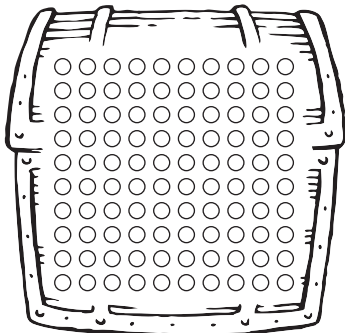
LEVEL THIEF

SILVER IN HAND



SILVER IN STASH

(1 circle = 100sp = 1XP)



GEAR

SHOULDER BURDEN

When you *carry more weight than your Capacity but equal to or less than twice your Capacity*, you suffer -1 on-going until you lighten your load. When you *carry more weight than twice your Capacity*, you are *slow* and *clumsy*.

CAPACITY

STR +6	WEIGHT CARRIED
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NOTES

EXPERIENCE POINTS (XP)

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NAME

APPEARANCE

HERITAGE

ALIGNMENT

TRAITS & TAGS

ARMOR HIT DIE



d6

HIT POINTS

MAX	CURRENT
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ABILITY SCORES

STRENGTH

MAX	CURRENT	MODIFIER
-----	---------	----------

CONSTITUTION

MAX	CURRENT	MODIFIER
-----	---------	----------

DEXTERITY

MAX	CURRENT	MODIFIER
-----	---------	----------

INTELLIGENCE

MAX	CURRENT	MODIFIER
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WISDOM

MAX	CURRENT	MODIFIER
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CHARISMA

MAX	CURRENT	MODIFIER
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LUCK

MAX	CURRENT	MODIFIER
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ABILITY SCORE MODIFIERS

SCORE	MODIFIER	SCORE	MODIFIER
3	-3	13-15	+1
4-5	-2	16-17	+2
6-8	-1	18	+3
9-12	0		

THIEF MOVES

You start with all of these.

MAX	CURRENT
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☑️❌❌❌❌ TRICKS OF THE TRADE

You walk the byways between right and wrong, a shadowy realm where unorthodox methods of acquisition and elusion are what get the job done. Each time you take this move, choose 1 area of expertise:

- | | | | |
|-------------------------------------|--------------------------------|-----------------------------------|--------------------------------------|
| ☐ Stealth | ☐ Locks | ☐ Poison | ☐ Disguise |
| ☐ Acrobatics | ☐ Traps | ☐ Treasure | ☐ Negotiation |

Cunning represents how clever and prepared you are at any given moment. Your maximum cunning is equal to your current level, +INT (minimum of 1).

When you *take the time to brood in silence and plot your next move*, reset your cunning to its current maximum.

When you *make any move that falls within an area of your expertise*, after you roll you may increase the result by 1 for each point of cunning you choose to spend.

HIDE IN SHADOWS

When you *are out of sight and remain quiet and still*, you may spend 1 cunning to go unnoticed until you act or until someone is right on top of you (whichever comes first).

MOVE SILENTLY

When you *sneak from one place to another*, name a destination within sight and roll +DEX: **on a 10+**, you get there and take +1 forward against whomever failed to notice you; **on a 7-9**, choose 1 from the list below.

- ◆ They notice you before you get there, but you have the upper hand and take +1 forward
- ◆ You have to stop when you're only part way there, or else they'll notice you
- ◆ They notice you as soon as you reach your goal, and you take -1 forward

PICK LOCKS OR DISARM TRAPS

When you *attempt to neutralize or circumvent a mechanical device with the proper tools*, roll +DEX: **on a 10+**, you do it, as well as could be expected; **on a 7-9**, you do it, but the Judge chooses 1 from the list below.

- ◆ Your tampering attracts unwanted attention
- ◆ It'll work, but there's a hitch (ask the Judge what)
- ◆ You expend resources of the Judge's choice (tools, ability points, etc.)

PURLOIN

When you *surreptitiously swipe something out from under someone's nose*, roll +DEX: **on a 10+**, it's yours, and they won't notice until they look for it; **on a 7-9**, it's yours, but they notice it's gone right away.

BACKSTAB

When you *use a hand weapon to attack a surprised or defenseless target*, you can choose to simply deal your damage or roll +DEX: **on a 10+**, you deal your damage and choose 2 from the list below; **on a 7-9**, you deal your damage and choose 1.

- ◆ You slip back out of reach after striking
- ◆ You deal your damage twice
- ◆ You create an advantage—describe it, and the next person to exploit it takes +1 forward

CUNNING

ADVANCED MOVES

Choose 1 of these at level 3, 5, 7, and 9.

❌ ASSASSINATE

When you *declare a target as your mark*, spend 2 cunning. When you *Backstab your mark*, whatever damage you deal is doubled. You may only have one mark at a time.

❌ EVADE

When you *roll a 7-9 to Fight*, you may forego dealing damage and spend 1 cunning to reduce the damage you suffer by DEX +1 (minimum 1)

❌ FEINT

When you *roll a 7-9 to Fight*, take +1 forward against your foe.

❌ FENCE

When you *Find a Buyer in a familiar stading*, you may spend 1 cunning before rolling to automatically succeed as if you rolled a 10+.

❌ LUCKY DOG

When you *Level Up*, you heal 1d6 Luck instead of 1.

❌ MENACE TO SOCIETY [min. INT +1 and level 5; must be *Chaotic*, or *Evil*]

If you *have spent 1 month of downtime studying spells*, you may begin multiclassing as a Magic-User, and add Magic-User moves to this playbook. Choose your starting spells from those which you have studied.

❌ MERCENARY [min. STR +1 and level 5; must be *Neutral*, *Chaotic*, or *Evil*]

If you have *killed for pay*, you may begin multiclassing as a Fighter, and add Fighter moves to this playbook.

❌ POISONER

When you *have the knowledge and supplies to brew a poison*, you may spend 1 day of downtime brewing that poison, and gain 3 uses of that poison.

❌ SENSE DANGER

When you *consider a situation*, however briefly, you may spend 1 cunning to force the Judge to tell you if any threat is imminent, and from whence it will come.

❌ SCALE SHEER SURFACE

When you *climb something a person should not be able to climb*, you may Make a Saving Throw to do so.

❌ SHARPSHOOTER

When you *deal damage with a missile weapon*, deal your damage +DEX and ignore WIS points of your target's armor (minimum 0).

❌ SLIP FREE

When you *take action to release yourself from bonds of any kind*, roll +DEX: **on a 10+**, you're free, make the most of it; **on a 7-9**, you're free, but choose 1:

- ◆ You leave something or someone important behind
- ◆ You incur some injury or disadvantage (ask the Judge what)
- ◆ Whoever bound you in the first place knows that you're free