

Gear

You start with:

Dungeon Rations (ration, 5 uses, 1 weight), Uses left: ☐ ☐ ☐ ☐ ☐

Leather Armor (1 armor, worn, 1 weight)

Your Chosen Poison: _____ Uses left: ☐ ☐ ☐

Poison effect:

10 Coins

Choose your arms:

☐ **Dagger** (hand, 1 weight), & **Short Sword** (close, 1 weight)

☐ **Rapier** (close, precise, 1 weight)

Choose a ranged weapon:

☐ **3 Throwing Daggers** (thrown, near, 0 weight), Daggers Left: ☐ ☐ ☐

☐ **Ragged Bow** (near, 2 weight),

& **Bundle of Arrows** (3 ammo, 1 weight), Ammo left: ☐ ☐ ☐

Choose one:

☐ **Adventuring Gear** (5 uses, 1 weight), Uses left: ☐ ☐ ☐ ☐ ☐

☐ **Healing Potion** (0 weight), *drink to heal 10 HP or one debility*

Coin: ____ Load: ____ / ____

(100 coin = 1 weight)

(Your Load is 9+STR)

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Advanced Moves (Level 2+)

☐ Cheap Shot

When **using a precise or hand weapon**, your Backstab deals an extra +1d6 damage.

☐ Shoot First

You're never caught by surprise. When an **enemy would get the drop on you**, you get to act first instead.

☐ Wealth and Taste

When you **make a show of flashing around your most valuable possession**, choose someone present. They will do anything they can to obtain your item or one like it.

☐ Connections

When you **put out word to the criminal underbelly 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.

☐ Underdog

When you're **outnumbered**, you have +1 armor.

☐ Poison Master

After you've **used a poison once** it's no longer dangerous for you to use.

☐ 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's touch instead of applied.

☐ Cautious

When you **use Trap Expert** you always get +1 hold, even on a 6-.

☐ Brewer

When you **have time to gather materials and a safe place to brew** you can create three doses of any one poison you've used before.

Advanced Moves (Level 6+)

☐ Dirty Fighter

Replaces: Cheap Shot

When **using a precise or hand weapon**, your Backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

☐ Extremely Cautious

Replaces: Cautious

When you **use Trap Expert** you always get +1 hold, even on a 6-. *On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

☐ Alchemist

Replaces: Brewer

When you **have time to gather materials and a safe place to brew** you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances.
- The best you can manage is a weaker version.
- It'll take a while to take effect.
- It'll have obvious side effects.

☐ 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.

☐ 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.

☐ Heist

When you **take time to make a plan to steal something**, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward.

- Who will notice it's missing?
- What's its most powerful defense?
- Who will come after it?
- Who else wants it?

☐ Disguise

When you **have the time and materials to fashion a disguise**, it 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.

☐ Serious Underdog

Replaces: Underdog

You have +1 armor. When **you're outnumbered**, you have +2 armor instead.

☐ Strong Arm, True Aim

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7-9.