

The Thief

As a thief, you dodged the law and its upholders most part, or all, of your life. You might have been born in the gutters and early found a place among street gangs and smugglers, or you might have been thrown into the dungeons for crimes you may or may not have committed. You know tricks to survive, you're quicker than most, and you never flinch when an opportunity arises. Otherwise, you wouldn't be here.

Character Creation

Name

Pick one or create your own; Barronn Blue-Eye, Eir the Knife, Wedge, Silent Synn, or Black Starling.

Description

Pick one description below, or write your own;

- A well-spoken...
- A hollow-faced...
- A broad-shouldered...
- A branded...
- A grim-smiled...
 - ...burglar with...
 - ...tattooed grave plunderer with...
 - ...street-urchin with...
 - ...smuggler with...
 - ...pale thug with...
 - ...pale eyes and a gaunt pose.
 - ...blue eyes and red, unruly hair.
 - ...long braided black hair.
 - ...thick blonde braids and green eyes.
 - ...greyish eyes and thin grey hair

Story

Write a few sentences of what has happened in your life up until the game starts. Pick a few or write your own;

- Grew up with street thugs in the outskirts of the capital.
- Was an orphan, but was welcomed into a circle of _____.
- Lived from day to day in poverty.
- Took an opportunity to steal a fabled _____.
- Became a proven and ruthless cutpurse.
- Ran a small gang of ears-and-eyes in _____.
- Was convicted for larceny and thrown into the dungeons.
- Made enemies with the corrupt militia of _____.
- Earned the nickname from an unbelievable job.

Facets

Your character facets describe its fundamental aspects, and also define it what areas it is competent;

Backgrounds

- Pick two. Thieves are everywhere, but they often have **outlaw**, **rural**, or **urban backgrounds**.

Traits

- Pick three. Most thieves often have **traits** such as **attentive**, **quick** or **subtle**.

Expertise

- Pick four. Most thieves have **expertise** involving criminal activities, but also how to stay alive. Without expertise such as **larceny**, **perception**, **stealth**, or **survival**, they don't last long.

Arcs

Your character arcs describe its drives and motivations. There are three types;

Ambitions are what you strive for or what you want to happen. Pick one of them, or create your own:

- I have to reestablish my gang's power.
- The duke must pay for what he did to me.
- I want to find wealth.

Obligations are debts and favors you owe. Take one of them.

- I must repay my debt to the Smuggler Prince.
- I owe the Sisterhood of _____ my life.
- I cannot cross path with the trade guild.

Troubles are what haunt you, or what you fear. Taking a trouble is optional. For example:

- The Brotherhood of _____ wants my head.
- I must escape the horrors of the ancient snake temple.
- I broke too many laws of the king.

Talents

Pick one, or two, if you also took a trouble arc above;

- **ALLEYCAT** / If you face a challenge in the streets in urban surroundings and need to find an escape route, you get advantage on your attempt to get out or avoid incoming threats.
- **CUTTER** / You penchant for sharp objects, and are a deadly opponent with a dagger in your hands. Any blade smaller than a sword is treated as a regular-sized weapon.
- **FRIEND OF A FRIEND** / When you're new in town and need to get hooked up in the underworld, name a friend's friend and roll to influence with advantage. Failures risk insulting powerful individuals.
- **HONOR AMONG THIEVES** / As long as you don't insult or cross someone's path, you free to roam the streets. If you do clash with another thief, you can pay a reasonable tribute to get away unscathed.

- **HARDENED** / Your life in the gutters have made you tough, and you can, therefore, stand pain better than most others. Add an extra scratch slot to your Health.
- **NIMBLE HANDS** / When trying to steal something requiring delicate fingerwork or swift motions, you get an advantage on the attempt.
- **POISON BREWER** / You have learned a lot about dangerous herbs, ingredients, and how to brew dangerous poisons from them. If equipped to do so, you may create one (inflicting light harm), which against only specific antidotes can counter.
- **SILVER TONGUE** / When you try to influence someone to do your bidding, even if it is highly questionable for the subject, is made with advantage.
- **STEALTHY** / Your soft footsteps and manners let you move around without raising alarms or suspicion, at least not too early. All challenges that require a stealthy, covert, or sly approach are made with advantage.
- **TRAP MASTER** / You're a tinkerer with traps and know how to utilize that for your safety. By spending time during nightfall preparing a trap (counts as creating a project) in a controlled area, you can create an opportunity to escape or harm a pursuing opponent. When successfully springing a trap on the pursuer, choose any of the following; harmful (inflicting light harm), obstructive (temporary hindrance), misleading (blame someone else).

Friend

Old friends beside the other characters. Pick one, or create one and give them an occupation, type, and benefit. All relationships start in a *good* state. For example;

- Mean Brogg (*smuggler, trade, good*)
- Lysha the Quick (*burglar, contacts, good*)
- Curnyr (*blacksmith/fence, resources, good*)

Equipment

All characters are assumed to have basic clothing and means to carry their equipment, like bags, pouches, scabbards, and similar. The warrior starts with the following assets;

- ☐ Pouch of Gems
- ☐ Traveling Cloak
- ☐ Dagger (Light harm, **Short Range, Restricted**)
- ☐ Shortsword (Light harm, **Slashing**) or Throwing Daggers (Light harm, **Concealable**, 3:)
- ☐ Padded leather jerkin (Light protection, **Silent**)
- ☐ Buckle Shield (**Concealable**)
- ☐ Trained Cat or Crow
- ☐ Empty Bags (3:)
- ☐ Cloth with Hard Cheese (2:)
- ☐ Rope 20 yards and Grappling Hook
- ☐ Mortar, Cutting Board
- ☐ Pot and Cutlery
- ☐ Tinderbox and Dry Weed
- ☐ Waterskin (4:)
- ☐ Bone Flute