

Name: Irine	Look
Background: Rogue (Thief, Tomb-Robber, Wayfarer [A])	

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (0)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
8	16	13	15	11	13*
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
0	+2	+1	+1	0	+1 (0)
STR	DEX	CON	INT	WIS	CHA

Damage	d6	Armor	0	HP	10	Max HP	19	Level	4	XP	7
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Alignment

Neutral

Tell an elaborate lie and get away with it.

Race

When you defy danger and use your small size to your advantage, take +1.

*Complexion mottled from steam burns caused by water elemental

Bonds (Max 4)

FILL IN FOUR OF THESE WITH ANOTHER PC NAME, THEN DELETE THE REST AND THESE INSTRUCTIONS

_____ and I have a con running.

__Avgust__ has my back when things go wrong. (healed me from my burns)

__Avgust__ helped me make some important contacts. I owe them.

_____ is my lover, or was, or would have been, or... it's complicated.

_____ knows incriminating details about me.

_____ left me in a pinch when they were supposed to come through for me.

_____ still owes me for some stuff they were supposed to fence for me.

Me and _____ are the only survivors of a dubious adventure.

_____ helped me steal something really valuable from someone

who is really dangerous.

_____ knows where I stashed some loot.

_____ saved me from joining the wrong thieves' guild.

I spent time in jail with _____.

I stole something from _____.

Alexi has promised to lead me to an ancient burial site.

I worry about the ability of _____ to survive in the dungeon.

Me and _____ are the only survivors of a dubious adventure.

_____ brings trouble with them wherever they go.

_____ is great to have around, but I wouldn't trust them with my life.

Moves

(Cut and paste new moves here as you earn them)

Flexible Morals

When someone tries to detect your alignment, you can tell them any alignment you like.

Trap Expert

When you spend a moment to survey a dangerous area, roll+DEX. **On a 10+**, hold three. **On a 7-9**, hold one. Spend your hold as you move through the area to ask these questions:

Is there a trap here and if so, what activates it?

What does the trap do when activated?

What else is hidden here?

Tricks of the Trade

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

Ward of Protection (Irine's Ring - set with pieces of looted-rightfully owned gems)

You have a device that is proof against arcane magic. This could be something you wear, like a bracelet or an amulet, or it could be a procedure of limited duration—a potion you prepare, symbols painted on your skin, etc. **When you use the protection of this device to thwart a magical effect (actively or passively),**

roll+CON. **On a 10+**, you are unaffected by the magic. **On a 7-9**, you can either suffer the effect to a lesser degree or exhaust yourself and mark a debility of your choice.

Wide-Wanderer

You've travelled the wide world over. When you arrive someplace, ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

Appraisal

When you examine an important item (your call) for the first time, roll+INT. On a 10+, ask three questions from the list below.

On a 7-9, ask two. On a miss, ask one question anyway, but you might not like the answer. If you act on the answers while using the item, take +1 forward.

Does this have magical properties?

How much is this worth and to whom?

What has been done to this or with this?

What is it for?

Who made this and how old is it?

Life, Death, and Greed

When you have a great and valuable treasure in your possession, you deal +1d6 damage.

Hobo Signs

When you discern realities in the wilderness or when you enter a settlement for the first time, also ask one of these questions:

How could I be accepted by the people here?

How could I best attract attention here?

How could I gain access to what is secret here?

What here is a source of evil?

Where could I best hide around here?

If you discern realities about a location, you may ask one of these questions instead of one from the normal list.

	<p>Gear (Max Load 19)</p> <ul style="list-style-type: none"> ○ Your own clothes (or someone else's) ○ Dungeon rations (22 uses, 2 weight) ○ Backpack and adventuring gear (2 uses, 1 weight) ○ Thieves' tools (1 weight) ○ Change of clothes. (fine set of Kenendall clothing) ○ Your ward of protection ○ Two large sacks ○ Bag ○ pipeweed (6 uses) ○ shillelagh (close) ○ 2 ancient coins (can only find them when counting money, never when trying to <i>spend</i> money.) ○ coins: 12 <p>TOTAL WEIGHT: 4</p> <p>Note: Max HP = 6+Constitution; Max Load = 11+STR</p>
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Advancement

<p><i>When you gain a level from 2-5, you may choose from these moves:</i></p> <p>Cautious When you use trap expert, you always get +1 hold, even on a miss.</p> <p>Guild Thief When you contact the guild and ask for assistance, roll+CHA. On a 10+, another thief shows up with what you need for a fair price. On a 7-9, you can still get what you want but there are strings attached or the guild wants a favour in return. On a miss, you have fallen out of good standing with the guild and need to make amends.</p> <p>It Belongs in a Museum When you are trying to snatch a significant treasure and get away with it, and no more, you have 2 armour.</p> <p>The Smell of Sorcery When you discern realities or use trap expert, the GM will also tell you what the closest magical effect or source is, if it's within sight or scent.</p> <p>Sneaky Bastard <i>Requires: Tricks of the Trade</i> When you disable a trap, you can reset it after you pass, so it catches the next person. When you pick a lock, you may set it so that it locks behind you again.</p> <p>Appraisal When you examine an important item (your call) for the first time, roll+INT. On a 10+, ask three questions from the list below. On a 7-9, ask two. On a miss, ask one question anyway, but you might not like the answer. If you act on the answers while using the item, take +1 forward.</p> <p>— Does this have magical properties?</p> <p>— How much is this worth and to whom?</p> <p>— What has been done to this or with this?</p> <p>— What is it for?</p> <p>— Who made this and how old is it?</p> <p>Life, Death, and Greed When you have a great and valuable treasure in your possession, you deal +1d6 damage.</p> <p>Sympathetic Ward <i>Requires: Ward of Protection</i> Your ward of protection also guards anyone you touch; they resist any magic you do. On a 7-9, they choose between the lesser effect and a debility for themselves.</p> <p>Ward Against the Dead</p>	<p><i>When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:</i></p> <p>Heist When you take time to make a plan to steal something, name the thing you want to steal and ask the GM three questions from the list below. When acting on the answers you and your allies take +1 forward. What's its most powerful defence? Who else wants it? Who will come after it? Who will notice it's missing?</p> <p>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.</p> <p>Extremely Cautious <i>Replaces: Cautious</i> When you use trap expert, you always get +1 hold, even on a miss. 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 own advantage.</p> <p>Greedy is Good When you obtain a great and valuable treasure for the first time, gain 1d6 temporary hit points. Damage is applied to these temporary hit points before harming you.</p> <p>Looting the Wizard's Tomb <i>Requires: Appraisal</i> When you use a magical item and force it to obey your will, instead of using its effects as written, roll+INT. On a 10+, you control the degree and extent of its effects. On a 7-9, you direct its effects, but choose one: You break it and its beneficial properties cannot be used again until it is fixed. You lose control, producing additional, unwanted effects.</p> <p>Protection Most Excellent <i>Requires: Sympathetic Ward</i> When your ward protects you, on a 12+, the magic rebounds onto its caster, affecting them instead of anyone else.</p> <p>Ward Against Monsters <i>Replaces: Ward Against the Undead</i> When you use your wards against monsters, select another living target and roll+CON. On a 10+, all monsters present pursue the other target instead of you. On a 7-9, only mindless monsters pursue the other target. Intelligent monsters are too clever, and will do what they want.</p>
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Requires: Ward of Protection

When you use your ward or wards against the undead, select another living target and roll+CON. On a 10+, all undead present pursue the other target instead of you. On a 7-9, only mindless undead pursue the other target. Intelligent undead are too clever, and will do what they want.

Hobo Signs

~~When you discern realities in the wilderness or when you enter a settlement for the first time, also ask one of these questions:~~

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~~How could I best attract attention here?~~

~~How could I gain access to what is secret here?~~

~~What here is a source of evil?~~

~~Where could I best hide around here?~~

~~If you discern realities about a location, you may ask one of these questions instead of one from the normal list.~~

Local Contacts

When you arrive at a new settlement, roll+CHA. On a hit, you know someone here who can help you. They count as a hireling with points according to the settlement size and will accept friendship as payment. Additionally, on a 10+, they will rescue you from danger once while you are here. On a miss, instead you bring your enemies with you and find no friends here.

Secret Paths and Ways

You know places in the wilderness where secret paths lie unseen.

When you travel by a way that is beyond the mortal world, roll+WIS. On a 10+, it leads where you want it to. On a 7-9, you or the GM must choose a difficulty:

Others find the way who did not know it before.

The journey takes much longer than it seemed to.

The way is long and hard. Each person who takes it must consume a ration or mark the debility weak.

You encounter some danger upon the road.

Around the World

Requires: A Port in the Storm or Wide-Wanderer

You now have both A Port in the Storm and Wide-Wanderer.

When you return to a civilized settlement you've visited before, you may name both someone you met and something you left behind.

Reputation

When you first meet someone who's heard songs about you, roll+CHA. On a 10+, tell the GM two things they've heard about you. On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

Unforgettable Face

When you meet someone you've met before (your call) after some time apart, you take +1 forward against them.