

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.



ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

RACE \Box Dragonborn, \Box Dwarf, \Box Elf, \Box Gnome, \Box Halfling, \Box Human, \Box Mousefolk, \Box Tiefling, \Box

WEAPON. You use Standard Weapons. What do you keep concealed on your person? Choose one more:

- Dagger. (use Aim, +1 die when undetected [1/Scene])
- □ Brass Knuckles. (use Force, +1 die against people [1/Scene])
- \Box Hunting Bow. (use Aim, +1 die when far [1/Scene])
- \Box Sap. (use Force, +1 die when undetected [1/Scene])
- □ Shortsword. (use Aim, +1 die against supernatural [1/Scene])

I STARTED OUT PICKING POCKETS, BUT NOW I'M ...

What's your criminal racket? Choose one or defer this choice until narratively appropriate:

- BREAKING KNEECAPS. Somebody's got to send a message. You gain +1 to Force. (1/Scene)
- A CONTRACT KILLER. Pays pretty well. You gain +1 to Aim. (1/Scene)
- A "LEGITIMATE BUSINESSMAN." Want to buy a potion? You gain +1 to Convince. (1/Scene)
- STILL A PICKPOCKET. It's hard out there. You gain +1 to Sneak. (1/Scene)
 - +1 to Improvise. (1/Scene)

CONNECTION. Choose one for another player.

- □ I literally robbed them recently. *Did they see your face?*
- □ There's bad blood between us. *What happened*?
- □ I owe them money. *For what*?
- □ We used to date. *Why did you break up*?

BLOOD ON LENS

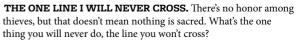
You're looking to make a quick buck. Maybe you're a petty thief, hired muscle for organized crime, or a low-dealing huckster. You can talk your way through a lot, but when will your lies catch up to you?

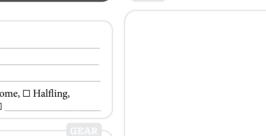


FROM THE SHADOWS. You gain Advantage (+2 dice) when you make a Weapon roll against a target that hasn't detected you. These dice can exceed the maximum of five. (1/Scene)

FLEET FEET, NIMBLE FINGERS. You gain +1 to vour choice of Aim, Rush, or Sneak.

BACKSTAB. If a target that is Close to you moves away, you can make a Weapon roll against it. (1/Scene)





GET OUT OF DODGE. When you succeed on a React roll, you can move.