The Thief

# Relics:

## Starting Relic:

### Grinning mask

“The only difference between a smile and a grin is the malicious intent behind the eyes.”

On the first turn of combat, gain 3 thievery (3 gold for every hit, only turn 1).

Synergy: Smiling mask.

“A smile twice as wide is twice as scary.”

Merchants always have a card on sale.

## Upgraded Relic:

### Shadow mask:

On the first turn of combat, gain 1 Intangible.

## Boss:

### ~~Rug4Rug:~~

~~You can trade this rug with the next merchant you find. From that point on, every merchant offers small discounts as they recognize you as a rug connoisseur. The merchant’s rug itself is a good relic.~~

### ~~Sturdy Rug (Rug = Power?):~~

~~At the start of each combat, gain 1 strength per 100 gold you have.~~

### Pocket Change:

At the start of each combat, refund the first card you play.

## Shop:

### Sticky Gloves:

At the start of each combat, steal 1 card.

### Stolen bag:

Whenever you play 3 cards that don’t belong to your color in a turn, gain 1 Dexterity.

### Flechettes:

Whenever you play 3 skills in a turn, gain 1 Strength.

# Keywords:

## Steal/Stolen:

Stolen cards are (mostly) low energy card with Exhaust. They range from specific cards from any class, to cards unique for the Thief.

## Backstab

If this it is the first card you play in a turn, it gains an additional/different effect.

## Shadowstep

Gain Elusive: 50% less damage taken from attacks. *If you use a Backstab card immediately after a Shadowstep card, it gains it's backstab effect.*

Shadowstep applies negate damage power and a new power that disappears upon card use. Backstab cards check for this power.

# Stolen Cards:

## Standard Thief Cards:

* 0 Mana: **Stolen Gold** gain 9 (12) gold.
* 0 Mana: **Stolen Candy**: gain 1 (2) energy
* 0 Mana: **Stolen Momentum**: Draw 2 cards )then, choose 1 card to discard(.
* 0 Mana: **Stolen Advantage:** draw 2(3) cards next turn.
* 1 Mana: **Stolen Ritual:** Lose 2 hp, gain 20(25) gold.
* 1 Mana: **Stolen Change:** The next card you play is refunded.
* 1 Mana: **Stolen Technique:** add a random card to your hand from any color. It costs 0 this turn.

## Silent Cards:

* 0 Mana: **Stolen Blades:** Blade Dance (add 2 shivs to your hand.)
* 0 Mana: **Stolen Wire** Apply a 5 damage choke.
* 0 Mana: **Stolen Trap:** Setup
* 0 Mana: **Stolen Candy: Outmaneuver**: gain 2(3) energy next turn.
* 1 Mana: **Stolen Toxins:** Deadly poison.

1 Mana: gain 1 dexterity and 3 block.

## Ironclad Cards:

1 Mana: Stolen Chaos (Havoc.)

1 Mana: Dual Wield.

1 Mana: Double Tap.

1 Mana: Stolen Armor - Gain 8 block, draw 1 card.

0 Mana: Stolen Weapon – Gain 4 strength. At the start of your turn, lose 4 strength.

## Defect Cards:

0 mana – Orb – Evoke a random orb.

0 Mana – Stolen Claws – Deal 5 damage, draw 2 cards.

1 Mana: Stolen TV White noise

1 Mana: Megaphone - Amplify

2 Mana: Robotic Core - The first card you play next turn is played twice.

4 Mana: Stolen Shield Generator Force Shield

## Mod cards:

### Conspire:

Banana. Check the other colorless cards.

### Mad Scientist:

All trinkets except fuel ones.

### Hubris (?):

1 Mana: Shuffle a random black card into your deck.

### The Mystic:

Get some trinkets goin.

Maybe an “add 1 random spell and arte to your hand” card

.

# Actual Cards 73:

## 3 Starter

### 1 Lie (Starter Skill):

* + Gain 7 (8) Block. Apply 2 vulnerable to all enemies.

### Strike

* + A

### Def

* + A

## ~19 common.

### Attacks

#### 1 Swift Slash (Common Attack):

* + Deal 9 damage. Draw 1 (2) card(s).

#### 1 Dagger Bouquet (Common Attack):

* + Deal 4 damage to a random enemy 4 (6) times.

#### 1 Serrated Dagger (Common Attack):

* + Deal 8 (10) damage. Ignores armor.

#### 1 Pickpocket (Common Attack):

* + Deal 3 (4) damage. Gain 7 (11) gold

#### 1 Exploit (Common Attack):

* + Deal 5 (7) damage. If the enemy has weak AND vulnerable, gain 1 energy and draw 2 cards.

#### 1 Darts (Uncommon Attack):

* + Deal 1 damage to a random enemy (twice) for each skill you’ve played this combat.

### 10 Skills

#### 1 Swift Tread (Common Skill):

* + Draw 3 (4) cards. Add 1 void to your draw pile.

#### 1 Sidestep (Common Skill):

* + Next turn, Gain 7 block and 1 (2) energy.

#### 1 Coax (Common Skill):

* + Deal 7 (9) damage. Apply 1 weak to all enemies.

#### 1 Hide in the Shadows (Common Skill):

* + Gain 10 (13) Block. Ethereal. Has Exhaust if you’ve played an attack this turn.

#### 1 Shadow Cloak (Common Skill):

* + Gain 2 (3) Block. Increase this card’s block by 2 (3) for this combat. Ethereal.

#### 1 Dark Connections (Common Skill):

* + **Startup:** Add 1 (2) shiv(s) to your hand. Add 2 shivs to your hand.

#### 2 Follow up (Common Attack):

* + Deal 6 (10) damage to an enemy, next turn to all enemies

#### 2 Patience (Common Skill):

* + Gain 18 (22) block. Grave.

## ~32 uncommon

### 5 Attacks

##### 2 Gut (Uncommon Attack):

* + Add 2 voids to your draw pile. Deal 6 damage 4 (5) times.

### 5 Skills

### 5 Powers

#### 1 Merciless Demeanor (Uncommon Power):

* + ~~(Innate.) If you deal more than 25 damage in 1 turn, deal 5 damage to all enemies.~~

#### 1 Skillful (Uncommon Power):

* + Every time you play a skill,

#### 1 Attack of Opportunity (Uncommon Attack):

* + Deal 16 damage. Draw 1 (2) cards. Add 2 Voids to your discard pile.

#### 1 Terrorizing Gaze (Uncommon Skill):

* + Add gain 15 block and 2 vulnerable. (Exhaust.)

#### 1 Lie in Wait (Uncommon Skill):

* + Startup: Add 1 void to your draw pile. Gain 12 (15) block.

#### 1 Persuasion (Uncommon Power):

* + Gain 1 dexterity. Backstab: Gain 1 strength instead. (Innate.)

#### 1 1000 Ball Bearings (Uncommon Skill):

* + Apply 1 (2…) vulnerable and 1 (2…) weak to all enemies. Can be upgrade any number of times.

## ~19 rare

### 4 Attack

#### Finishers:

##### 3 Murder (Rare Attack):

* + Deal 100 (120) damage. Add 6 voids to your draw pile. Purge this card from your deck on use. Exhaust.

##### 1 Ambush (Rare Attack):

* + Add 3 (2) voids to your draw pile. Deal damage equal to 40% (50%) of an enemy’s current hp. Exhaust.

##### 2 Shadow Calamity (Rare Attack):

* + Startup: Add 1 void to your draw pile. Deal 30 (40) damage to all enemies. Grave. Exhaustive (2).

### 10 Skills

#### 2 Bribe (Rare Skill):

* + Pay 20 (15) gold – stun an enemy.

#### 3 (2) Dramatic Feign (Rare Skill):

* + Apply 2 vulnerable and stun all enemies. You cannot play cards for the rest of this turn. Next turn, the first card you play is free.

#### 2 (1) Ghastly Aspect (Rare Skill):

* + Take all damage you would have taken this turn, at the end of the next turn instead. Exhaustive (2).

#### Bridges

##### 1 (0) Multitask (Rare Skill):

* + Discard 3 (2) cards. Shadowstep 1 time and Steal 2 cards.

##### 1 Sticky Fingers (Common Attack):

* + Draw 2 (3) cards. Backstab: Steal 1 (2) card(s) instead.

#### Finishers:

##### 1 (0) Hunter’s Instinct (Rare Skill):

* + Add 3 voids to your discard pile. Draw until your hand is full. Exhaust.

### 5 Powers

#### 2 Shadow Clone (Rare Power):

* + At the start of your turn, play the last card you played the previous turn (does not trigger itself). (Ethereal.)

#### 3 Shadow Form (Rare Power):

* + At the start of your turn, play a random card from any color. NL Backstab: (Play 2 instead.) Ethereal.

## Steal ~9

### Steal (Common Attack)

* + Deal 8 (11) damage, steal 1 card.

### Ransack (Common Skill):

* + Discover a stolen card and add 2 (3) copies of it to your hand.

### Sleight of Hand (Common Skill):

* + Gain 6 block, Steal 1 (2) cards.

### Sharp Practice (Uncommon Power):

* + (Innate.) At the start of each turn add a random stolen card to your hand.

### Finders Keepers (Uncommon Skill):

* + Add the next non-thief (Including stolen) card you play to your deck, permanently. Purge this card from your deck on use.

### Ill-gotten gains (Uncommon Power):

* + For the rest of this combat, all stolen cards you gain are upgraded.

### Cunning (Rare skill):

* + The next 1 (2) stolen cards you play are played twice.

### 1 (0) Rigged Bet (Rare Skill):

1. Discard your hand, then add that many stolen cards to your hand. Exhaust.

## Shadowstep ~9

### 1 Shadowstep (Common Attack):

* + Shadowstep 1 (2) time, add a copy of this card to your deck. Exhaust.

### 1 One step ahead (Common Attack):

* + Target an enemy. If it intends to attack, Shadowstep 1 (2) time(s). If it intends to block, deal 4 damage 2 times instead.

### 1 Quick Thinking (Common Skill)

* + Shadowstep 1 times and draw 1 (2) cards.

### 2 (1) Shadow Evade. (Common Skill)

* + Shadowstep 1 time. Gain 9 block.

### 2 Murderous Intent. (Uncommon Skill)

* + Shadowstep 1 (2) time(s). Gain 4 Strength. At the end of your turn, lose 4 strength.

### 2 (1) Opportunity (Rare Power):

* + If you play 3 skills in a turn, Shadowstep 1 time. (Innate.)

### 3 Focus (Rare Power):

* + *Shadowstep 1 time. next turn your attacks deal double damage. Refund 1 (2).*

### 2 Shadow Mastery (Rare Power):

* + *Shadowstepping reduces damage taken by 65% instead of 50.*

## Backstab ~9

### 1 Prep (Common Skill):

* + Gain 6 (8) Block. Backstab: Gain 1 Energy.

### 1 Stab (Common Attack):

* + Deal 5 (7) damage. Backstab: Deal 10 (14) instead.

### 1 Crippling Strike (Common Attack):

* + Deal 6 (8) damage and apply 1 weak. Backstab: Apply 2 vulnerable instead.

### 1 Cloak and Dagger (Common Attack):

* + Gain 6 (8) Block. Backstab: Deal 7 (9) damage instead.

### 2 Vicious Assault. (Uncommon Attack)

* + Deal 4 damage 3 times. Backstab: 4 (5) times instead.

### 1 Double-dealing (Common Skill):

* + (Art: A hand full of cards. Except it’s not cards. It’s…daggers? Or the thief slamming a dagger on the table as if playing a card.)
  + The next 1 (2) Backstab attack(s) you play deal(s) double damage.

### 1 Perfect Dagger (Rare Attack):

* + Deal 1 damage. Backstab: Also increase this card’s damage by 1 (2) permanently.

### 1 Dirty Deeds DDC (Uncommon Attack):

* + Deal 9 damage. If this kills a non-minion enemy. Gain 5 gold. Backstab: 15 gold instead.

## Other Info

9 poison cards

3 common

4 uncommon

2 rare

5 shiv cards

2 basic

2 uncommon

1 rare

15 discard cards

~9 true discard cards