

Thief Rules

Part 1 of 2



Setup:

When playing with the Thief Character Pack, you begin the game with 52 health. You may keep score with the two health-tracking cards. Put those cards, the *Thief* character card, and the *Heist* and *Pick Pocket* ability cards into play in front of you. None of these cards ever go into your personal deck.

Shuffle the other cards (two *Ruby*, three *Throwing Knife*, and five *Gold*) to create your ten-card personal deck.

Using Heist:

- Ability cards, like *Heist*, may only be used during their owner's turn.
- *Heist* is sacrificed when you use it. (Move it to the Sacrifice Pile to gain the effect listed.)
- When you acquire a card from an opponent's discard pile with *Heist*, it is yours for the rest of the game. (Just like any other card you acquire.)

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Using Pick Pocket:

- Ability cards, like *Pick Pocket*, may only be used during their owner's turn.
- To use *Pick Pocket* and gain its effect, you must pay two gold and expend the card.
- Just like champion cards, *Pick Pocket* prepares at the end of its owner's turn, allowing it to be used again on that player's next turn.
- When you use *Pick Pocket*, the target of the ability chooses which card to discard.

Hero Realms Character Packs can be used not only in head-to-head play, but also as part of exciting cooperative game formats. Adventure with your friends, take on dangerous missions, and battle against fearsome bosses!

Learn more about cooperative play at
www.HeroRealms.com/coop