

NAME

LOOK

Baudolino, Leena, Dunwick, Willem, Edwyn, Florian, Seraphine,  
Quorra, Charlotte, Lily, Ramonde, Cassandra

Knowing Eyes, Fiery Eyes, or Joyous Eyes  
Fancy Hair, Wild Hair, or Stylish Cap  
Fit Body, Well-fed Body, or Thin Body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

MISSION

STARTING MOVES

MOTIVATION

- TRUTH: Reveal a dangerous lie.
- AMBITION: Make a powerful ally.
- TREACHERY: Use a secret against someone.

WEAKNESS

- PARANOID: Suspect everyone.
- DRUNK: Never pass up a drink.
- COMPULSIVE LIAR: Never tell the truth.

BONDS

Fill in the name of one of your crew in at least one:

- \_\_\_\_\_ and I go back before the gang.
- \_\_\_\_\_ is often the butt of my jokes.
- \_\_\_\_\_ and I have a con running.
- \_\_\_\_\_ doesn't trust me for good reason.

**BAMBOOZLE**

When you parley with someone, on a 7+ you also take +1 forward with them.

**DECEIVER**

When you tell someone something they're inclined to be skeptical of, roll +CHA. On a 10+, they believe you. On a 7-9, they believe you, but the GM also picks 1 as appropriate:

- \* They'll want some additional proof of your claim before they let you do anything that could get them in trouble.
- \* They'll decide within a few minutes that they were right to be skeptical of you.

For PCs: On a hit, they still have the option to discern realities. If you rolled 10+, they get -2 to their roll. If you rolled 7-9, they can roll without penalty.

**MANIPULATOR**

When you try to seduce or manipulate someone, tell them what you want and roll+CHA. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7-9, they need some concrete assurance right now. For PCs: on a 10+, both. On a 7-9, choose 1:

- \* if they do it, they mark experience
- \* if they refuse, they're defying danger.

What they do then is up to them.

**SET UP STRIKE**

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage.

**UNDERDOG**

When you're outnumbered, you have +1 armor.

THE CON ARTIST

LEVEL   
XP

## GEAR

Your load is 9+Str. You start with leather armor (1 armor, 1 weight), rations (5 uses, 1 weight), and 10 coins.

Choose your arms:

- Stiletto (hand, 1 piercing, 1 weight)
- Short sword (close, 1 weight)

Choose a ranged weapon:

- 3 throwing daggers (thrown, near, 0 weight)

- Sling (near, 1 weight) and sack of stones (3 ammo, 0 weight)

Choose one:

- Wine skin (+1 carouse, 1 weight)
- Bandages (3 uses, 4hp each, 0 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### CHARMING

When you **speak with someone**, roll+CHA. On a hit, they must answer truthfully. For NPCs: On a 10+, you can ask three questions from the list. On a 7-9, you can ask one question. For PCs: on a 10+, you can ask one question, and they must answer truthfully. On a 7-9, you can ask one question and they can ask one question and both of you must answer truthfully.

- Whom do you serve?
- What do you wish I would do?
- How can I get you to \_\_\_\_\_?
- What are you really feeling right now?
- What do you most desire?

### BLEND

When you're in a crowded area and need a way out, name your escape route and roll+INT. \*On a 10+ you're gone. \*On a 7-9 you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

### DISGUISE

When you have time and materials you can create a disguise that will fool anyone into thinking you're someone else. Your actions can give you away but your appearance won't.

### HAGGLER

When buying or selling anything, roll+CHA. \*On a 10+ you either +20% or -20% of the price. \*On a 7-9 you can get a 10% price adjustment if you want, but it costs you: never deal with this merchant again, owe the merchant one or gain a reputation as someone not to be trusted.

### PICK POCKETS

When you pick pockets or engage in sleight of hand, 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 suspicion, danger, or cost.

### SENSE MOTIVE

After talking with someone for a short while you can ask what their Motive is and they must respond truthfully. In the case of NPCs, the GM will answer.

### TAUNT

When you taunt an NPC, roll+CHA. \* On a 10+, you take +1 forward against them and choose one. \* On a 7+, choose one. \* On a miss, they do as they please and you take -1 forward against them.

- They do what you wanted them to do
- They leave upset with you
- They attack you

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### CON

*Replaces: Bamboozle*

When you **parley with someone**, on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

### DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

### DEVIOUS

When you use charming you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

### FAST TALK

When you use Puppet-Master to manipulate a person, they have no memory of what you had them do and bear you no ill will.

### IMPROV FIGHTER

So long as you have an object within reach, you are not considered unarmed.

### MIMIC

When you disguise yourself as someone you have met, your disguise will match their appearance exactly and you can impersonate them.

### PUPPET-MASTER

*Replaces: Manipulator*

When you want to manipulate someone, tell them what you want and roll+CHA. For NPCs: on a 10+, you gain 2 hold. On a 7-9, you gain 1 hold. Spend one hold to make the target take one of these actions:

- Perform an action that you want
- Make an attack on a target of your choice
- Truthfully answer one question

For PCs: on a 9+, both. On a 6-8, choose 1:

- \* if they do it, they mark experience
- \* if they refuse, it's acting under fire

What they do then is up to them.

### QUICK STUDY

When you see someone else successfully Defy Danger, you take +1 when you make the same check as they did.