

NAME _____

LOOK _____

Male: Blake, Clive, Clancey, Jace, Jean, Lafayette, Kilroy, Kris, Nemo, Smith, Uri

Female: Edea, Harlene, Jade, Jean, Lani, Morgan, Sabrina, Selena, Raven, Rose

Nonhuman: Blank, Kage, Ko, Mask, Nobody, Snake, Spirit, a single letter from an alphabet

Piercing eyes, Calculating eyes, Cold eyes, or Confident eyes

Hooded head, White hair, Lengthy hair, or Bald

Shadowy cloak, Flowing robes, or Well-tailored clothing

Lithe build, Soft build, or Unassuming build

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

DRIVE

THIRST FOR POWER

Take advantage of another person for personal gain.

PROFESSIONALISM

Avoid detection or smoothly infiltrate an area you shouldn't have access to.

ALTRUISM

Anonymously help someone who cannot help themselves.

SECRET SOCIETY

ANCIENT FRATERNITY

You can use your fraternal ties to receive hospitality with any brother in any civilized area.

ASSASSIN'S BROTHERHOOD

When you roll your damage against an unsuspecting victim, maximize your damage die.

MYSTIC CABAL

Pick a single word of power. You may add this word to your Hypnotic Commands for free.

Power Word: _____

SHAPESHIFTER

You can concentrate to make rough changes to your physical appearance. If you use this to augment your Beguiler's Cloak, take +1.

STARTING MOVES

HYPNOTIC COMMAND (CHA)

When you use enchantment to override someone's will, roll +CHA. *On a 10+, you speak a command of three words or less, and they involuntarily follow as best they can. They will not harm themselves directly, and after *On a 7-9, make a command, but you may only use one word.

BEGUILER'S CLOAK (CHA)

When you weave an illusion to conceal your identity, roll +CHA. *On a 10+, choose 3: *On a 7-9, choose 2: *On a 6-, choose 1:

The illusion is not broken when you are touched casually.

The illusion affects your voice, scent, and body temperature.

The illusion appears normally in reflections like mirrors or still water.

Your mannerisms and poise match your illusion flawlessly.

When you take violent action, you are revealed.

THOUGHTSEND

You may communicate wordlessly via telepathy with anyone you have a Bond with.

DAGGERS BEHIND SMILES

When you meet people who have no reason to believe you might betray or harm them, they find you unusually trustworthy and charming. You may use this as leverage for Parley.

THE LIE WILL LIVE FOREVER (DEATH MOVE)

With your death, your sleeper agents activate and the next phase begins. Name your new secret society and its goals. Throughout the rest of the campaign, the actions of your society will affect places, people, and events where they are least expected, fulfilling their goals in secret. Should their goals align with the party's, they are willing to help those who helped the founder of their order, but like everything you had a hand in, there is always something they aren't telling you.

BONDS

Fill in the names of your companions in at least one:

_____ knows more about me than they realize.

I trust _____; they have seen the real me.

_____ and I have a special secret, just between us two.

_____ frustrates me with their lack of social grace.

I find that it makes life easier when I don't tell _____ the whole plan.

THE BEGUILER

LEVEL _____

XP _____

Your load is 9+STR. You start with dungeon rations (1 weight).

Choose a defense:

- Assassin's dagger (hand, precise, piercing 1)
- Throwing knives (hand, precise, near, thrown, 3 ammo, 1 weight)
- An elegant sword-cane (close, precise, concealable, 1 weight)

Choose an outfit:

- Black leather armor and hood (1 armor, 1 weight)
- Fashionable, trendy clothing, and a porcelain mask.
- Luxurious silk robes and an animal-headed staff with glowing jeweled eyes (close, mystic, +1 damage, 1 weight)

ADVANCED MOVES

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

GASLIGHT

Instead of making a command with Hypnotic Suggestion, you may force them to forget a recent memory. Describe what they actually remember instead.

A CLOAK FOR TWO

When you touch an ally and use Beguiler's Cloak, you may share your Cloak with them. Whenever either of you take violent action, both of you are revealed.

LITTLE VOICES

You may use Thoughtsend on any intelligent creature within your vision.

DOMINATE MONSTER

You can use Hypnotic Suggestion, Daggers Behind Smiles, and Charm Person on any creature of at least animal intelligence.

SIFT THROUGH SECRETS

When you reach into the mind of someone who trusts you in order to find their secrets, roll +CHA.

10+ - The secrets you uncover are deeply hidden, perhaps even forgotten by the person who holds them.

7-9 - The secrets you uncover are useful, but letting on that you know them will break their trust in you.

6- - The secrets you uncover are useless, petty, or boring at best.

CLOAK OF INVISIBILITY

When you use Beguiler's Cloak, you may instead use your illusions to render yourself incapable of being seen. When you take violent action, you are revealed.

DECOY

When you use Beguiler's Cloak to form a silent illusionary decoy, Roll +CHA.

10+ - You can mentally control the actions of your decoy as long as it remains within your sight.

7-9 - Your decoy is stationary.

If the decoy is attacked, you take violent action, or you use Beguiler's Cloak again, the decoy dissipates.

CHARM PERSON

When you weave enchantment to persuade someone into becoming more pliable and helpful, roll +CHA.

10+ - They trust you implicitly, and will treat you as an old friend. They suspect nothing, though the magic will only last so long.

7-9 - Your magic holds, but only temporarily. You must work fast to get what you need from them or they will become suspect.

Choose two:

- Adventuring gear and a seemingly limitless number of expensive cigarettes. (1 weight)
- A broad collection of passports and forged letters of recommendation.
- An unassuming blank sheet of parchment that says exactly what you want it to say, when you want it to say it.
- A single governmental pardon in a nearby kingdom or government.
- Fluency in seemingly endless commonly spoken languages.

ONE WITH SHADOW

You may choose a move from any class. Unless this move makes you more stealthy or better at clouding the minds of men, you are treated as being one level lower when you use this move.

HOW CLUMSY OF YOU

When you use Hypnotic Suggestion, you may cause your enemy to ignore self preservation and/or harm himself directly. If he would do damage directly to himself with a weapon, roll your damage die.

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

SLEEPER AGENT

When you use Hypnotic Suggestion, you may choose to delay making a command for several days.

SERVE THE CONSPIRACY

You may use Hypnotic Suggestion on a group of up to ten people.

ANONYMOUS LEGION

Requires A Cloak for Two

You may use A Cloak for Two on up to ten willing people. You may not combine Anonymous Legion and Cloak of Invisibility or Cloak of Mists.

CULT OF PERSONALITY

Your hirelings' trust is eerily implicit. Their loyalty is +1 and you may substitute "the praise and approval of their employer" for their Cost.

CLOAK OF MISTS

Requires Cloak of Invisibility

When you use Beguiler's Cloak, you may instead become an intangible mist. You cannot be touched, and you may pass through even the tiniest hole or crack. When you take violent action, you become solid once more.

DEAD RINGER

Requires Decoy and Cloak of Invisibility

When you use Decoy, you may simultaneously use Cloak of Invisibility or Cloak of Mists, disappearing while your decoy takes your place.

HYPNOTIC DECREE

You may add an additional word to your commands with Hypnotic Suggestion, for a total of 4 on 10+ and 2 on 7-9.