

Gear

You start with:

- 1 **Weapon**
- 1 **Armor or clothing item**
- 2 **Gear items**
- 1 **Other item of any kind**

Description [number]:

- ☐ **Weapon** (range, tag, # weight)
- ☐ **Item** (# uses, # weight), Uses left: ☐ ☐ ☐ ☐ ☐
- ☐ **Item** (# weight): extended description
- ☐ **Item** (# weight): extended description
- ☐ **Item** (# weight): extended description
- ☐ **Item** (# weight): extended description

Sequins: ____ **Load:** ____ / ____

(100 coin = 1 weight)

(Your Load is #+STR)

____ : ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ : ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Bonds

Max Bonds: #

(One for each other PC)

Advanced Moves (Level 2+)

☐ Stay Out of the Light

When you **hide in shadows or darkness**, you cannot be detected by any normal means until you reveal yourself.

☐ Appraisal

When you **examine an important item (your call) for the first time**, roll+INT. **On a 10+**, ask the GM three questions about it. **On a 7-9**, ask two. **On a miss**, ask one anyway, but you might not like the answer.

- Is it an item of high technology?
- How much is this worth and to whom?
- What has been done to this or with this?
- What is it for?
- Who made this and how old is it?

☐ Bamboozle

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

☐ Heart of Gold

Requires: Con Artist

After you **evaluate a potential victim and ask your questions**, tell the other player something they could do to make you change your mind about taking advantage of them. If they end up doing this, you take +1 forward. If they are a PC, they also mark XP.

☐ Impersonation

When you **disguise yourself as a specific person**, roll+CHA. **On a 10+**, only that person's most intimate associates can tell the difference. **On a 7-9**, only those who do not know the person are fooled.

☐ Following

When you **follow or shadow someone**, roll+DEX. **On a 10+**, you find out exactly what they're up to without arousing suspicion. **On a 7-9**, it's either an impression of their doings or you can reveal yourself to learn more.

☐ Like A Ghost

When you **roll for another move that you want to perform in a clandestine manner**, you may choose options equal to your DEX or less (but not fewer than one), and then tell the other players:

- ...how you draw attention elsewhere instead of to you.
- ...how you stay out of sight.
- ...that you remain silent.
- ...why you leave no trace behind.

On a 10+, all that you say is true. **On a 7-9**, the GM chooses one of your statements to be false, the others are true. **On a miss**, no guarantees.

☐ Disarming and Open

When you **engage someone in conversation**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list. **If you lie**, you cannot use this move on them ever again. **If you tell the truth**, you can.

- What are your present intentions?
- What do you most desire?
- What do you not want me to know?
- What do you want from me?

☐ Hidden Item

When you **hide a small object on your person**, it can't be found unless you allow it to be. Only one item at a time can be hidden this way.

☐ Grand Entrance

When you **make a spectacular entrance or perform for an audience**, roll+CHA. **On a 10+**, choose three options from the list below. **On a 7-9**, choose two. **On a miss**, choose one, in addition to whatever the GM tells you.

- Someone desires to meet you later, the GM will tell you who.
- Someone falls in love with you, the GM will tell you who.
- Someone must give you a gift, the GM will tell you who.

Advanced Moves (Level 6+)

❑ Con

Replaces: Bamboozle

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

❑ Master Impersonator

Replaces: Impersonation

When you **disguise yourself as a specific person**, you look just like them. Your actions may give you away, but anyone who does not know the person intimately will be fooled by your appearance.

When you **meet someone who is intimately associated with the person you are impersonating**, roll+CHA. **On a 10+**, they are fooled, even by strange behaviour, until you give yourself away for certain. **On a 7-9**, they are already suspicious of you.

❑ Escape Route

When you're **in too deep and need a way out**, name your escape route and roll+DEX. **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.

❑ Fade Away

Requires: Stay Out of the Light

While you **stay still or act meek and unobtrusive**, even in broad daylight, people only notice you if they are looking for you specifically.

❑ Unseen Hand

When you **leave a room or other location**, you can name something small that you saw that no one else was using or studying. You took it.

❑ Devious

Requires: Disarming and Open

When you **use disarming and open**, you may also ask this: How are you vulnerable to me? Your subject may not ask this question of you.

❑ Book of Names

When you **meet someone important (your call)**, say what you've heard about them and roll+WIS. On a hit, the GM will tell you more details. **On a 10+**, the GM's details will complement yours. **On a 7-9**, the GM's details may contradict your own information, and how you discover the truth is your own affair. On a miss, you are wrong about something important.

❑ A Specific Audience

Requires: Grand Entrance

Instead of choosing one of the options from the list, you may choose a member of the audience. The GM will choose how they react from the list.

❑ Heist

When you **take time to make a plan to steal something**, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward.

- What's its most powerful defence?
- Who else wants it?
- Who will come after it?
- Who will notice it's missing?

❑ Unforgettable Face

When you **meet someone you've met before (your call) after some time apart**, you take +1 forward against them.