

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 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.