**SLIDE**

**A SUBTLE MANIPULATOR AND SPY**

**SPECIAL ABILITIES**

- **Rook’s Gambit:** Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- **Cloak & Dagger:** When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- **Ghost Voice:** You know the secret method to interact with a ghost or demon as if it was a normal human, regardless of how wild or feral it appears. You gain potency when communicating with the supernatural.
- **Like Looking into a Mirror:** You can always tell when someone is lying to you.
- **A Little Something on the Side:** At the end of each downtime phase, you earn +2 stash.
- **Mesmerism:** When you Sway someone, you may cause them to forget that it’s happened until they next interact with you.
- **Subterfuge:** You may expend your special armor to resist a consequence from suspicion or persuasion, or to push yourself for subterfuge.
- **Trust in Me:** You get +1d vs. a target with whom you have an intimate relationship.
- **Veteran:** Choose a special ability from another source.

**SLY FRIENDS**

- Bryl, a drug dealer
- Bazso Baz, a gang leader
- Klyra, a tavern owner
- Nyrrx, a prostitute
- Harker, a jail-bird

**ITEMS**

- Fine clothes & jewelry
- Fine disguise kit
- Fine loaded dice, trick cards
- Trance powder
- A cane-sword
- Spiritbane charm

**XP**

- Every time you roll a desperate action, mark xp in that action’s attribute.

At the end of each session, for each item below, mark 1 xp (in your playbook or special abilities)
- You addressed a challenge with deception or influence.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

**TEAMWORK**

- Assist a teammate
- Lead a group action
- Protect a teammate
- Set up a teammate

**PLANNING & LOAD**

Choose a plan, provide the detail. Choose your load limit for the operation.

<table>
<thead>
<tr>
<th>Assault: Point of attack</th>
<th>Deception: Method</th>
<th>Stealth: Entry point</th>
</tr>
</thead>
<tbody>
<tr>
<td>Occult: Arcane power</td>
<td>Social: Connection</td>
<td>Transport: Route</td>
</tr>
</tbody>
</table>

**GATHER INFORMATION**

- What do they intend to do?
- How can I get them to [X]?
- Are they telling the truth?
- What are they really feeling?
- What do they really care about?
- How can I blend in here?
- What’s really going on here?