

THE CHARLATAN

Center stage. Deep breath in, deep breath out. Now. Get ready to perform. After all, it's what you've been training your whole life to do.

- CHARM** • *Manipulate Someone*
- COOL** • *Act Under Pressure*
• *Help Out*
- SHARP** • *Investigate a Mystery*
• *Read a Bad Situation*
- TOUGH** • *Kick Some Ass*
• *Protect Someone*
- WEIRD** • *Use Magic*

LUCK

Mark luck to change a roll to 12 *or* avoid all harm from an injury.

Okay Doomed

Razor's Edge: When you spend a point of Luck, the situation will immediately worsen noticeably.

HARM

When you reach 4 or more, mark unstable.

Okay | Dying

Unstable:

EXPERIENCE

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

MOVES

You get all the basic moves, and 4 Charlatan moves. Pick four of these:

- Puppet Master:** Your party members look up to you. When you **need them to perform a specific action**, roll +Charm. On a 10+ they'll do what you tell them they should, no questions asked. On a 7-9, they'll do it, but the Keeper chooses one from:
 - They ask for something in return.
 - They stall and dither.
 - They have a "better" idea.
 - On a miss, they don't do what you ask of them (and maybe lose a little bit of respect).
- Conniving:** When you are the direct cause of another party member's harm, mark experience.
- Ties That Bind:** Your organization is still giving you orders, and they do not tolerate refusal. If you **successfully complete a task for them**, you can ask them for help with something in return.
- Deal With The Devil:** Gain +2 to Weird (maximum +3). Whenever you take harm, become unstable, even if you have less than 3 harm total. If you're already unstable, take an additional point of harm instead.
- Takes One To Know One:** If someone lies to you, you know it.
- Improvisational:** When you **use an improvised weapon to attack something**, you may choose one of these extra effects:
 - Momentarily stun them with a blow to the head
 - Trip or entangle them
 - Inflict +1 harm, but the improvised weapon breaks.Additionally, If your improvised weapon deals 3+ harm at once, you will injure someone else nearby, as well as your target (assuming that there is another person in the vicinity).
- We Didn't Need Them Anyway:** In combat, **when you choose to abandon another party member to immediate danger**, roll +Charm. On a 10+ the rest of the party is convinced that you made your best efforts to help them (including the abandoned party member, if they survive). On a 7-9, you escape unnoticed but suffer 1 harm along the way. On a miss, your absence is noticed. Better start working on your cover story!

- Meat Shield:** When you're about to take harm from an attack, select another party member who's with you. They will take the hit instead.

GEAR

Heavy-duty weapons, pick one:

- Flamethrower (3 harm, close, fire, heavy, volatile)
- Chainsaw (3 harm, hand, messy, unreliable, loud, heavy)
- Sawn-off shotgun (3 harm, hand/close, messy, loud, reload)
- Grenade launcher (4 harm, far, area, messy, loud, reload)

Practical weapons, pick two:

- Hunting rifle (2 harm, far, loud)
- Magnum (3 harm, close, reload, loud)
- Holdout pistol (2 harm, close, loud, reload)
- Dagger (2 harm, hand)
- Knife (1 harm, hand)

RATINGS, PICK ONE LINE:

- Charm+1, Cool-1, Sharp+2, Tough+1, Weird=0
- Charm+2, Cool=0, Sharp=0, Tough-1, Weird+1
- Charm=0, Cool+1, Sharp+2, Tough-1, Weird+1
- Charm+1, Cool-1, Sharp+2, Tough+1, Weird=0
- Charm+1, Cool-1, Sharp+2, Tough=0, Weird+1

THE DEVIL MADE ME DO IT, BUT I ALSO KINDA WANTED TO

You're "haunted" by the "ghost of your former self." Whenever your treacherous past makes a reappearance that forces you to confront it, roll to **Manipulate Someone**. On a 10+, everyone believes that you're truly distressed at the consequences of your actions. On a 7-9, you have to really commit to the act in order for it to be believed. Take -1 forward to +Cool in order to sell it, or have someone realize that you're not as upset as you let on. On a miss, you really do freak out; take -1 forward to +Cool and +Tough rolls. **Every time that you successfully Manipulate Someone by pulling off the sob story**, gain +1 forward.