

Mists & Memory

LARCENIST PLAYBOOK

Name _____

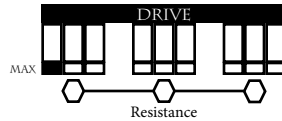
Agency _____

Why did you join the Agency? _____

Species _____

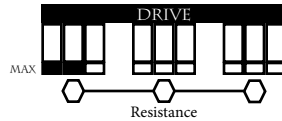
Species Specials _____

NERVE



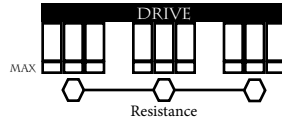
- ◇ MOVE ● ○ ○ *run, dodge, navigate*
- ◇ STRIKE ○ ○ ○ *punch, break, knock down*
- ◆ CONTROL ● ○ ○ *drive, shoot, finesse*

CUNNING



- ◇ SWAY ○ ○ ○ *convince, command, consort*
- ◇ READ ○ ○ ○ *interpret body language, spot lies, gather motives*
- ◇ HIDE ● ● ○ *sneak, distract, sleight of hand*

INTUITION



- ◇ SURVEY ● ○ ○ *search, track, spot*
- ◇ FOCUS ○ ○ ○ *inspect, analyze, remember*
- ◇ CHANNEL ○ ○ ○ *attune, cast, reveal*

Spheres of magic: _____

Burn a resistance to reroll a number of dice equal to your action rating or a consequence.

EQUIPMENT

- lockpicks
- fine weapon
- low-light goggles
- a blade or two
- a pistol
- medium armor ○ ○
- a mask
- a crowbar
- climbing gear
- a small mirror
- flashlight
- a vial of silence potion (1 use)
- _____

You are an accomplished outlaw who knows how to gain access to a score. Your primary drive is Cunning, and your abilities are focused on working silently and staying hidden from a mark.

KEYS

Do Something Undetected ◇ Do Something Illegal ◇ Escape a Chase

SLINK ABILITIES

- **Evasive Maneuvers:** When you should take a Body mark, you may instead burn 1 Cunning resistance to soak it.
- **Subterfuge:** You know how to blend into any urban environment. Whenever you make a Hide roll, you may spend any drive instead of only Cunning.
- **Expertise:** Three times per case, you may add +1d to an agency member's roll without spending drive by saying how your technical expertise prepared them for this situation.

LARCENIST ABILITIES

- **Clever Got Me This Far...:** When attempting to avoid security or detection, gild an additional Hide die.
- **...Then Tricky Got Me In:** You've learned how to navigate tricky situations. On any Hide or Sway roll you make, you may spend 1 Nerve to lower the stakes before rolling. If this is already a low-stakes, you may not use this ability.
- **Light Fingers:** On a Hide roll for sleight of hand, you may burn 1 Cunning Resistance to increase a 3 or less to a 4-5. You may also spend 1 Cunning to increase a 4-5 to 6.
- **Case the Joint:** You know how to scope out a mark, whether a person or a building. Whenever you make a Survey roll, you may spend any drive instead of only Intuition.
- **You'll Never Catch Me:** When you are being pursued, add a number of dice equal to your current Nerve resistance to your Move roll. If you took any marks during the pursuit, these dice are also gilded.
- **Daredevil:** On any high-stakes roll, you may always spend Nerve instead of the drive the action falls under.
- _____
- _____
- _____

BONUS DICE

• push yourself (burn 1-6 drive) • accept an assist (teammate spends 1 drive) • accept a Pact with the Powers
No more than 6 dice can be rolled at a time

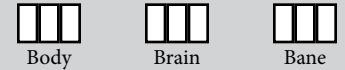
TEAMWORK

• assist a teammate: pay 1 drive to give +1d • group action: everyone who wishes to roll, can
• protect a teammate: take a consequence for them

MARKS



SCARS



MEMORIES

- ◇ Death _____
- ◇ Family _____
- ◇ Friend _____
- ◇ Mentor _____
- ◇ Name _____

RELATIONSHIPS

NOTES
