

Mists & Memory

BEGUILER PLAYBOOK

Name _____

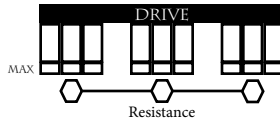
Agency _____

Why did you join the Agency? _____

Species _____

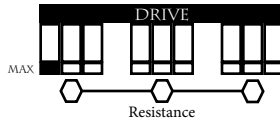
Species Specials _____

NERVE



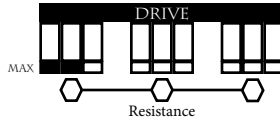
- ◇ MOVE ○ ○ ○ *run, dodge, navigate*
- ◇ STRIKE ○ ○ ○ *punch, break, knock down*
- ◇ CONTROL ○ ○ ○ *drive, shoot, finesse*

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

- a deck of cards
- fine weapon
- forged documents
- a dose of hypnotic powder
- a fine pocket watch
- a blade or two
- a pistol
- light armor ○
- climbing gear
- a disguise kit
- a small mirror
- flashlight
- _____

You are a silver-tongued charmer that knows how to exploit a trusting public. Your primary drive is Intuition, and your abilities are focused on deception and misdirection.

KEYS

Perform a Deception ◇ Convince Someone ◇ Draw Attention

FACE ABILITIES

- **Unfazed:** When you should take a Brain mark, you may instead burn 1 Cunning resistance to soak it.
- **Gift of Gab:** Speaking comes easily to you. Add a number of dice equal to your current Cunning resistance to any Sway roll.
- **Cool Under Pressure:** On any high-stakes roll, you may always spend Cunning instead of the drive the action falls under.

BEGUILER ABILITIES

- **Hypnotism:** You have long practised how to lull people into a meditative state making them very agreeable. Add a number of dice equal to your current Intuition resistance to any Sway roll.
- **Inspiration:** On any high-stakes roll, you may always spend Intuition instead of the drive the action falls under.
- **Snake Oil Salesman:** You possess a miracle cure that allows you to make a Sway roll to remove either a Body or Brain mark on whomever drinks it. On a 4-5, spend 2 Cunning to accomplish this. On a 6, spend 1 Cunning. On a 3 or less, your cure didn't work, and they take 1 Bane mark instead.
- **Uncanny Eye:** You may spend 1 Intuition to ask the GM a question: *How can I leverage something here to my advantage? What here doesn't work the way it appears? What is out of place here?*
- **Smoke and Mirrors:** Mark off an equipment slot to deploy a crystal tech hologram projector that will make it appear as if you have summoned a supernatural monster. Roll Sway to determine how any observers will react to the illusion. The illusion lasts for one scene.
- **Got 'em Looking Left:** You can roll Sway for Hide for the purposes of distracting or sleight of hand.

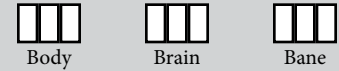
BONUS DICE

• *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

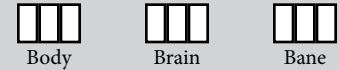
TEAMWORK

• *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
